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BRADYGAMES®

BLOODRAYNE 2™

OFFICIAL STRATEGY GUIDE

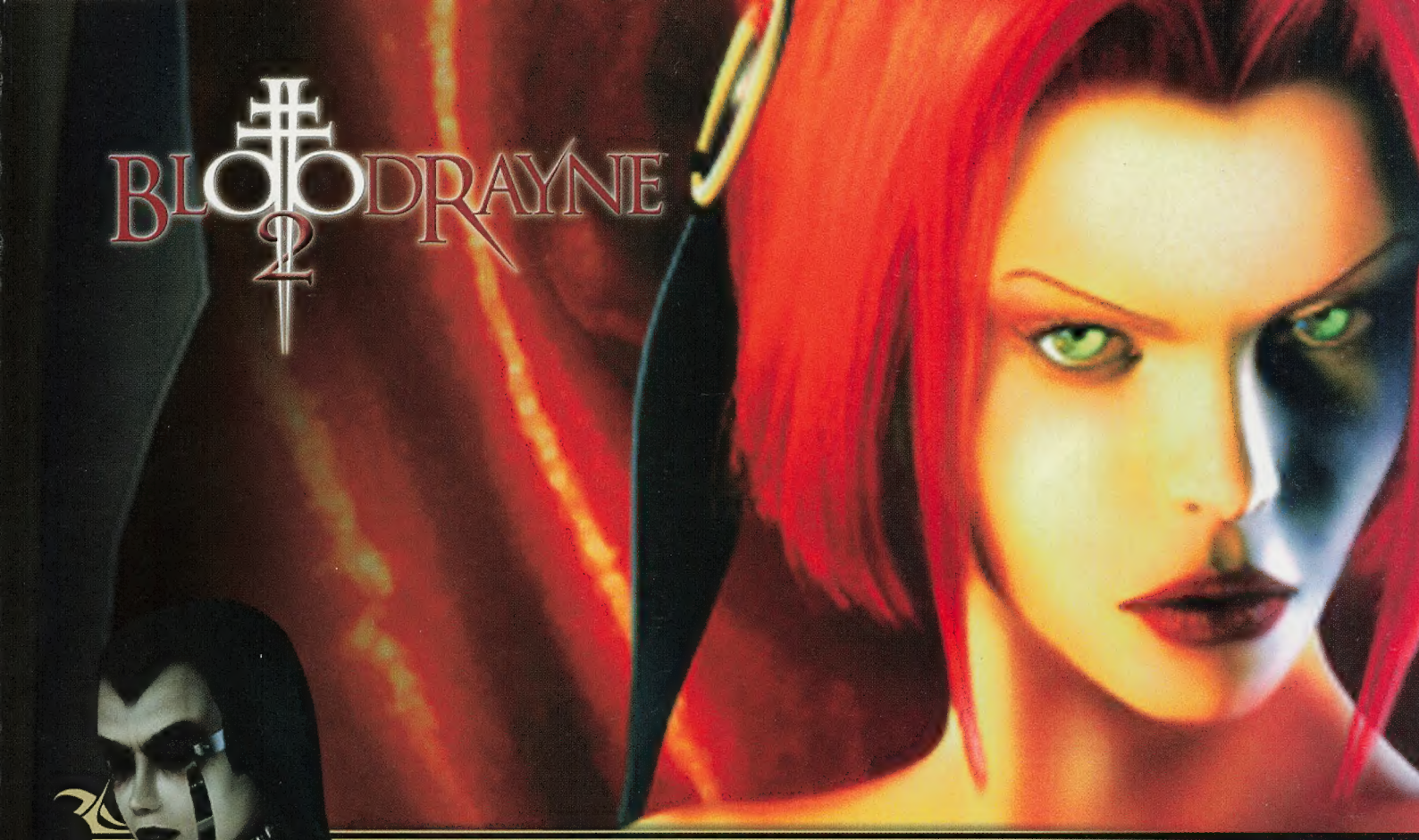
By Bart Farkas

This guide is based on a mature rated game:

MATURE 17+ M CONTENT RATED BY ESRB

COVERS PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM, MICROSOFT XBOX™

MAJESCO



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Introduction

BloodRayne 2 is an exciting, engrossing, and—most importantly—entertaining gaming experience that will keep you pleasantly occupied for many hours.

Ideally, it's best to play through the game on your own until you get stuck. For example, perhaps you experience some trouble defeating a particular boss, or simply need clarification on how combos or fatality moves are performed. Place the book nearby and refer to it to help solve such situations when they occur.

USING THIS BOOK

The first two chapters of this guide are meant for all to read and include detailed tips and tactics for making it through the game in one piece.

The combat system in *BloodRayne 2* is complex enough that it pays to have a breakdown of all the available move combinations and powers. The Game Mechanics chapter includes a complete list of Combat Moves (or combos) that become available throughout the game, and having these handy will help you learn them while you play.

The walkthrough section, which is divided into eight Acts, is broken into bite-sized objectives so that you can find your place in the game quickly and effectively and learn the answer to any problem. Finally, the Extras chapter at the end of the book includes details about the various kinds of bonus material available in the game, including a complete list of the cheats!

Gameplay Mechanics

BloodRayne 2 is a very exciting and engrossing game with a story that will both entice you to play further and send shivers down your spine. This chapter describes the basics of weaponry, combat moves, upgrades, powers, boss locations, and strategy and tactics for making it through the game in one piece.

RAGE

Rage is represented by the blue meter on the heads-up display in the upper-left portion of the screen. Rage is earned by fighting with enemies using Rayne's Blades and Kick attacks, but it is also earned (in greater amounts) by completing Fatality moves.

Rage is used to fuel all but one of Rayne's Powers (Aura Vision is "free"). Rayne's powers are very potent and can turn the tide of any battle. When her Rage meter is full, use one of Rayne's powers to consume the Rage to avoid wasting it. As Carnage is gained, the Rage bar increases in size, giving Rayne the ability to hold more Rage to fuel her awesome powers!

HEALTH

The red bar in the heads-up display in the upper-left corner of the screen illustrates Rayne's health status. When there is no red left in this bar, Rayne dies. It's always important to keep an eye on this. As Rayne earns Carnage, her Health Bar grows, giving her the ability to hold more health. This also enables her to last longer in battle and go longer between "feedings."

FEEDING

As a vampire Rayne can feed off her victims and directly replenish her health throughout the game. Whenever Rayne gets low on health, find an enemy to feed on and suck them dry!

THE WEAPONS

Rayne has four basic weapons at her disposal: her feet, her blades, the Harpoon, and her Carpathian Dragons. With these different weapons, Rayne can unleash lots of damage to a bevy of enemies in a short period of time. The key is using the weapons properly in conjunction with combination moves. This following sections look at the weapons and their upgrades.

KICKING

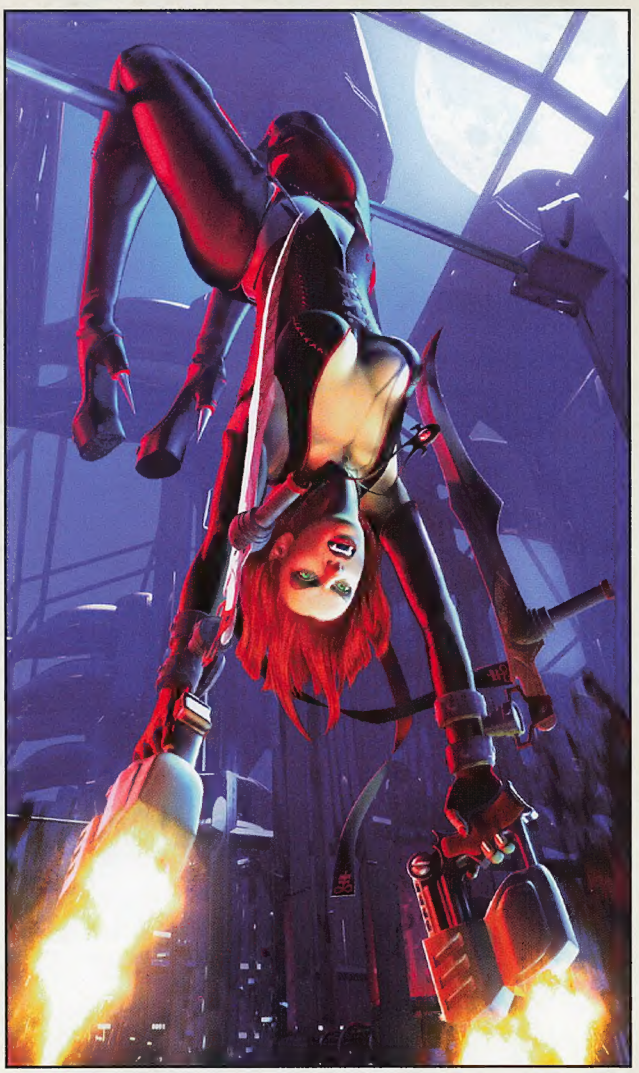
Rayne's basic attack, which is always reliable, is her ability to kick with her feet. There are two basic classes of kicks: one performed with Target Lock on; and one performed with Target Lock off. When kicking without Target Lock on, the kicks are more apt to hit multiple enemies.

Here are some tips to remember when attacking with Rayne's Blades:

- Blade attacks are capable of high, medium or low attack angles.
- The Blades can sever any portion of an enemy's body.
- Blade attacks are more likely to be blocked when fighting an enemy with a club-like weapon.
- Keep Rayne's Blades extended when rail-sliding to cut enemies while passing them.
- Blade attacks are multiplied in their ferocity and effectiveness when used in combination with other attacks. (see "The Combat Moves" section).
- Kicks are either high, mid, or low.

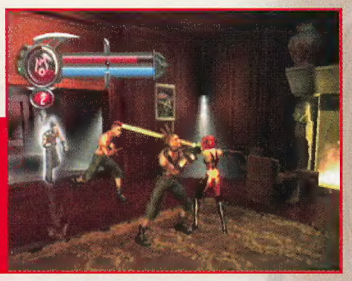
CARPATHIAN DRAGONS

Rayne picks up these guns in the Mansion Ballroom of Zerenski's Mansion early in the game. The Carpathian Dragons have six distinct firing modes (these are acquired or earned throughout the game), and the ability to upgrade them twice per mode. Ultimately, there are 18 weapons in total (six weapon modes with three levels of power each). Although for practical purposes, once a weapon is upgraded, the lower power levels are no longer available.



CARPATHIAN DRAGON MODES

There are six gun modes available for the Carpathian Dragon, each more powerful than the one before it. Here is a list of the gun modes and where they are obtained.



BLOOD SHOT

Description: A powerful shot that's made of blood.

Found: Zerenski Mansion Ballroom

Max Ammo: 55

BLOOD STREAM

Description: An "automatic" form for Blood Shot, similar to a machine gun.

Found: Meatpacking District, alleys and rooftops; defeat Kestrel

Max Ammo: 40

BLOOD SPRAY

Description: Like a powerful shotgun, this gun sprays blood when fired. It's excellent when used in close-quarters fighting with plenty of enemies nearby.

Found: Sewers, Access Tunnels; defeat Kestrel

Max Ammo: 10

BLOOD BOMB

Description: A bloody bomb that embeds itself in an enemy and causes the enemy to explode from the inside.

Found: Wetworks, Chemical Mixing; defeat Dhampir

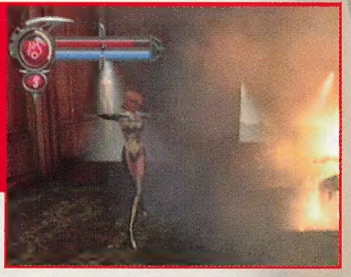
Max Ammo: 5

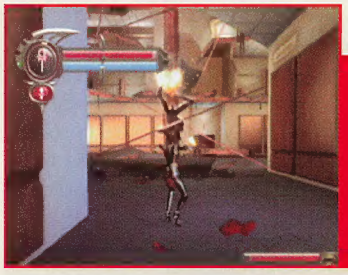
BLOOD FLAME

Description: A powerful shot that explodes into flames on contact with the enemy, setting them—and surrounding material—on fire.

Found: Twisted Park, Zoo Entrance; defeat Dhampir

Max Ammo: 5





BLOOD HAMMER

Description: The most powerful of the Carpathian Dragon settings. Blood Hammer combines a powerful concussive shock with an explosion and resulting fire. An essential weapon for fighting Xerx and the Unraveller.

Found: Kagan's Tower, Xerx's Labs (pick it up)

Max Ammo: 3

CARPATHIAN DRAGON AMMUNITION

The Carpathian Dragon's ammunition is blood. To replenish ammo, you must feed on an enemy and then pull the Carpathian Dragon's trigger. Doing this partially fills the Carpathian Dragon's ammunition reservoir, thus providing ammo for another battle. Note that if you run out of ammunition, the Carpathian Dragons will consume blood from Rayne's *health bar* for ammunition! You must *always* keep a close eye on Ryane's ammunition for this reason. You don't want to inadvertently drain the majority of Rayne's health prior to a big fight.

CARPATHIAN DRAGON UPGRADES

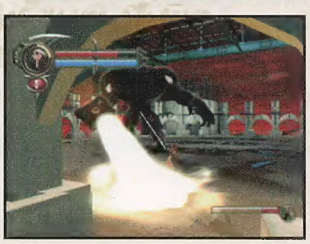
Watch the experience meter that encircles the ammunition indicator in the heads-up display. When the white bar goes completely around the circle, the particular gun mode you're in will upgrade to the next level, making its attack even more powerful. Try to upgrade all of the Carpathian Dragon modes to level 3 to make Rayne's guns as powerful as possible.

HARPOON

The Harpoon is a chain with a set of sharp hooks on the end. Rayne can throw this chain a significant distance and grab enemies and/or objects with it, then pull or throw the objects in any direction. It takes some getting used to, but when used with Target Lock, the Harpoon is one of the most important weapons in the game. Here are some of the things you can use the Harpoon for:

- Grabbing enemies and throwing them off ledges, over railings, onto spikes, into fires, or simply into other enemies.
- For some puzzles, the Harpoon is needed to throw enemies into specific places, such as the printing press in the Media Center in Kagan's Tower.

- Grabbing items in the environment, then pulling them down onto unfortunate enemies.
- Use the Harpoon to toss enemies and impale them on objects.



TARGETING

Targeting is a very important part of combat. To make certain combos work, you must first target the enemy. Likewise, for the Carpathian Dragons to be accurate, you must target the enemy or the blood bullets will most likely land harmlessly in the environment.

Targeting becomes very important, however, when using the Harpoon. Without targeting something specific, the Harpoon is essentially useless, so get in the habit of using the Target Lock feature in conjunction with various attacks.

POWERS

Rayne has nine awesome powers, eight of which require Rage as "fuel." These powers play a significant force during gameplay and can change the tide of any battle. Rayne begins the game with three powers: **Aura Vision, Dilated Perception,** and **Blood Rage.** Throughout the game, she will obtain more powers that add to her combat abilities.

AURA VISION
The only power that doesn't require Rage is Aura Vision. It can be used at any time without draining Rayne's Rage reserves.

Obtained: Beginning of game

Aura Vision is the only power that doesn't drain Rayne's Rage reserves. This power expands Rayne's visual spectrum, allowing her to see nearby enemies through walls and other obstacles. More importantly, it enables Rayne to see key locations, elements, or objects that are critical to her advancement through an area.

If you are ever at a loss as to where to go next, switch into Aura Vision and look around. Enemies appear red in color, while key items or places appear white or yellow in color. For example, poles (both vertical and horizontal) that you can swing on always appear yellow in Aura Vision. Likewise, wall-jump areas also appear as yellow pads.

Obtained: Union Station, Club Strages; fight with Ephemera

Ghost Feed enables Rayne to send out a ghost-like version of herself to remotely feed on an enemy. Ghost Feed is a very powerful ability that can rejuvenate Rayne's health very quickly without putting her in danger. The tradeoff with Ghost Feed is that one feeding reduces her Rage bar by about 50%, making it a power that can be used only on occasion. Still, when Rayne's health is low and there are enemies nearby (use Aura Vision to find them), use this power to reclaim lost health in a hurry.

Obtained: Twisted Park; defeat Ephemera

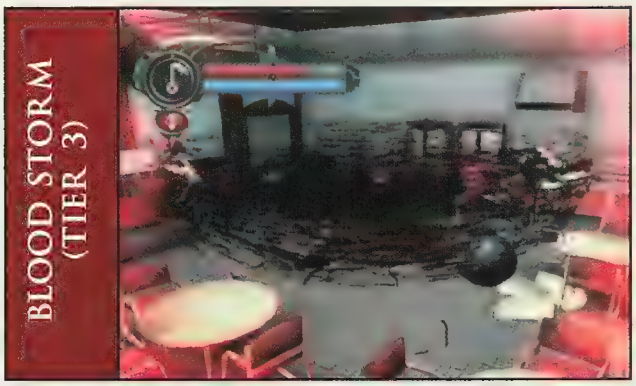
Enthrall is the perhaps the greatest power in the Aura Vision/Ghost Feed/Enthrall line of powers. When invoked, you gain control of a nearby enemy who then fights as an ally! This is a *very* important ability for use later in the game when Rayne oftentimes gets overwhelmed by enemies. Enthrall uses *all* of Rayne's Rage bar, but the enemy possessed by this power stops fighting when Rage runs out. When Enthrall fades, the possessed enemy perishes as the power wears off.

Obtained: Beginning of game

Blood Rage gives Rayne's blade and kick attacks *double* their usual impact! Blood Rage uses some Rage, but as an added bonus it protects Rayne's health bar from taking any dips when she gets hit. As long as you're in Blood Rage mode and you use Rage, nothing is subtracted from Rayne's health bar; instead, it is deducted from her Rage bar. In this way, Blood Rage acts as both an offensive and a defensive weapon, like a shield. When fighting creatures like the Foreman, or other tough enemies, Blood Rage not only protects against health loss but its speeds up the battle by doubling the damage you deal.

Obtained: Sewers; defeat Slezz

Blood Fury is an enhanced version of Blood Rage. When invoked, Blood Fury increases Rayne's blade and kick attack power, but it also increases her attack speed and maneuvering abilities. Like its cousin, Blood Fury drains Rage when used, but it also diverts the damage incurred by an enemy's hit to the Rage bar *rather than* draining her health. It also performs one special blade and kick attack. Blood Fury is the power of choice when fighting Dhampir.



Obtained: Kagan's Tower; defeat Unraveller

Blood Storm is the big-daddy of this power line. When invoked it creates a huge, swirling cloud of blood particles that encircle Rayne and completely eliminate lesser enemies, while inflicting heavy damage on more significant foes. In a room with seven or eight minions, Blood Storm should take them all out in one fell swoop. Unfortunately, Blood Storm consumes *all* of Rayne's Rage bar for one use.

BLOOD STORM
Blood Storm can spread out
over surprisingly large areas,
taking out enemies both near
and far. Don't be afraid to
use it inside a large room.

Obtained: Beginning of game

Dilated Perception enables Rayne to slow down time by essentially processing information in her head so fast that everything else seems to slow down. The result of this ability is a slow-motion of current gameplay. While this doesn't provide an edge in terms of speed (she doesn't move faster than her enemies), it does slow things down enough so that it's easier to react to an enemy's attacks. Dilated Perception is especially helpful when fighting against enemies with weapons (like machine guns). It is also very handy when fighting Dhampir early in the game, because you can see an attack coming and jump out of the way.

Obtained: Zerenski's Mansion; defeat Zerenski

Super Speed takes Dilated Perception to the next level and actually gives Rayne a decided speed advantage. Basically, Super Speed enables Rayne to move at her normal speed while everything else slows down to Dilated Perception speeds. Super Speed is an invaluable ability for a number of reasons. Use it to:

- Get behind an enemy in a boss fight or Dhampir fight and hit them many times before the enemy can react.
- Evade attacks from an enemy who is showering Rayne's position with lots of gunfire.
- Avoid the deadly Solar Cannons in Xerx's Laboratory.
- Prevent an untimely demise to enemy attack by putting distance between Rayne and any offending enemy(s).
- Avoid Bone Crushers.
- Super Speed is good against Brutes and Foremen.

Obtained: Shroud Tower; defeat Ferril

Freeze time takes Super Speed even further. While it doesn't completely freeze time, it slows the action in the real world to a snail's pace while Rayne continues to move at normal speeds. Everything mentioned about Super Speed applies to Freeze Time, with a few caveats.

First, when fighting in Freeze Time, blood that is being expelled from enemy wounds and concussive kick impacts does not disappear on-screen as it normally does. After all, time is essentially frozen, so all the blood hangs in mid-air. Second, hitting an enemy that's frozen in time isn't as easy as it may seem. Getting direct hits is actually more difficult than when fighting in Super Speed. For this reason, Freeze Time is best used to stop time so that Rayne can get into a more favorable position during a fight, rather than to attack the enemy directly.

FATALITY MOVES

Fatality moves provide a means to end a fight in a spectacular fashion while gaining valuable Rage points (see "Feeding Fatalities" section within this chapter). By taking enemies out in this way, the Rage points build up faster and Rayne's health and Rage increase faster.

VAMPIRE LAIRS

Vampire Lairs are special portals that only Rayne can see, and only when she's in Aura Vision mode. Vampire Lairs are on-time special locations where Rayne can enter and replenish her health and Rage back up to the 100% level. In the walkthrough of this book we have indicated when a Vampire Lair is coming up (this will help you to judge how far you can push Rayne in combat). Knowing that a Vampire Lair is around the corner is like having money in the bank!

ENVIRONMENTAL DESTRUCTION

One of the coolest aspects of *BloodRayne 2* is the fact that many objects in the game can be destroyed. While some of these items are just fun to smash, many others play a key role in progressing through various areas. There are many times when a support beam or a crate must be moved in order to allow Rayne to continue in her journey through the game. Using Aura Vision is an excellent way to see these objects, and since Aura Vision doesn't cost any Rage, use it frequently.

USING OBJECTS TO KILL ENEMIES

It's possible to use some objects to help Rayne defeat some enemies. Oftentimes, these objects become visible when Rayne uses Target Lock. If you use Target Lock and an object becomes locked, use Rayne's Blades, kicks, or her Harpoon to act on that object. For example, after solving the puzzle in Club Strages, there are some speakers above the bar that you can manipulate. Simply use the Harpoon to pull them down and destroy the enemies underneath them. Likewise, in the Sewers you will often find a pile of pipes at the top of a staircase. Hit the support beam that's holding the pipe back to make them tumble down over some enemies. This makes Rayne gain Carnage points, too.

SCORING

Rayne earns several different kinds of points: Rage, Carnage, and Gun experience points. If you're interested in knowing just how these points are applied, read on.

RAGE

Rage points are earned with kicks, blade attacks, and doubly so with Fatality moves. Completing Fatality moves is the *best* way to increase Rayne's Rage bar.

GUN EXPERIENCE

The only way to increase Rayne's Gun experience points is to kill the enemy using the specific Gun Mode that you want to improve. When the enemy dies, the experience bar will move, but the enemy *must* be killed to gain the experience.

CARNAGE

Carnage points are needed to increase the length of the health and Rage bars. The following table illustrates the best methods to get Carnage Points.

CARNAGE TYPE	POINTS
Impale	10
Rattlesnake	10
Burn	10
Drown	10
Shock	20
Freefall	20
Explode	30
Crush	30
Char	30

TIME MULTIPLIER

Rayne can earn a compounding multiplier bonus each time she kills another enemy by special means within four seconds of a previous kill. For example, if Rayne impales one enemy, then crushes another within four seconds, she earns the basic score for the first kill, and a "x2" multiplier for the second kill. The multipliers increase for subsequent kills. For example, the fourth kill in a series would be a "x4" multiplier! This can't be seen on-screen, but the meter does move to the right.

BOSS LOCATIONS

The following table shows where each of the mid-bosses and major bosses are found in the game.

LOCATION	BOSS
Mansion; Vampire Lair	Dhampir
Mansion; Rooftops	Zerenski
Meatpacking District; O'Leary's Cow	Kestrel
Union Station; Train Bay	Kestrel
Union Station; Club Stages	Ephemera
Sewers; Access Tunnels	Kestrel
Sewers	Slezz
Wetworks; Mess Hall	Dhampir
Wetworks; Turbine	Damphir
Shroud Tower	Ferril
Twisted Park; Zoo Entrance	Dhampir
Twisted Park; Aquarium	Foreman
Twisted Park	Ephemera
Kagan's Tower; Unraveller's Den	Unraveller
Kagan's Tower; Media Center	Dhampir
Kagan's Tower; Skybridge	Dhampir
Kagan's Tower; Rooftop	Xerx (Bio Armor)
Kagan's Tower; Throne Room	Kagan

GAMEPLAY TIPS

The following is a list of important tips, strategies, and tactics that will help you get the most out of this game.

- In-game cutscenes often contain important information such as where to go or what to do in order to advance, so pay attention to them. Also, check the Objective screen to see where to go next.
- If you are in a room with an unending stream of enemies, then you are in a puzzle area where some criteria must be satisfied before you can move on.
- Get to know the combo moves as soon as possible. Using the combos is absolutely key to surviving later in the game. Master all the combos and not just the offensive ones. The evasive combos are just as important as those that are meant for attacks.

- Use Aura Vision to see objects and pathways you might not have found with the naked eye.
- Use Aura Vision to spot enemies *before* you enter a room so that you know what you're up against. When using Aura Vision, you can see enemies through walls.
- When Rayne's Rage bar is full, use one of her many powers. Once the bar is full, any Rage you gain is wasted, so use her powers to move more efficiently through the game and master the powers at the same time.
- Maximize the effect of Rayne's powers. Don't use Blood Storm (which uses all of Rayne's Rage) on a lone minion. Instead, wait until you encounter a room of five or six enemies before letting loose with the big gun. Be practical and use the higher-level powers only when needed.
- Get familiar with using Target Lock and the Harpoon to pull down objects in the environment on top of enemies. There are plenty of subtle environmental objects that can assist you greatly.

- Use explosive objects against enemies. The game is filled with exploding gas canisters, generators, and fuel drums that can be made to explode. Use the Harpoon or Carpathian Dragon to make them explode near enemies.
- Use Fatalities to gain extra Carnage Points. Plus, they're fun to watch.
- Always, keep Rayne's health bar as close to full as possible by continually feeding on enemies.
- Always keep Rayne's blood ammunition topped up by feeding on enemies. The more powerful your gun mode, the more blood it requires for a single round.
- When rail-gliding, always extend Rayne's Blades. There will usually be an enemy next to the rail to dispose of on the way down.
- Look for rails. Why take the stairs down when a rail with do? There are many instances in which you can choose between a rail and other less fun forms of locomotion.
- Whenever possible, use the Harpoon to throw enemies from high places. This is important not only because it provides a bonus for Carnage Points, but also because that enemy won't return. Getting rid of enemies in one fell swoop is something you should always strive to do to reduce the risk of being overwhelmed.

- Run! There are many times during the game in which you do not necessarily have to fight every single enemy to the death. If things get dicey, there's no shame in running to the next area rather than standing and fighting to the death.
- Locate any sharp objects in the environment and throw enemies onto them for painful deaths. When you see a sharp object, use Rayne's Harpoon to introduce an enemy to it!
- Don't forget that Rayne can still break out her Carpathian Dragons even when she's perched on a pole! Not only is this maneuver cool, but it's also very effective!

The Combat Moves

Where this game really shines is in the complexity of the combat engine. With a multitude of moves—such as Basic Combat, Evasion Combat, Feeding Fatalities, Lock-on Combat, Jump Combat and Special Moves—there's a great deal of variety.

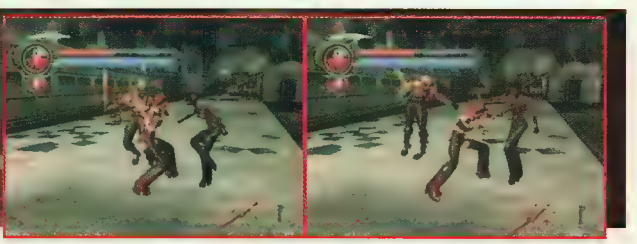
Basic Combat Moves

This section illustrates each of the 10 basic combat moves.

Blade

Xbox: ●

PS2: ■



Black Wasp

Xbox: ●, ●, ●

PS2: ■, ■, ■

BULL'S ARROW

Xbox: Left Thumbstick (fwd), , ,

PS2: Left Analog Stick (fwd), , ,

KICK

Xbox:

PS2:

TWISTING GULL

Xbox: , ,

PS2: , ,

SILKWORM SPINS

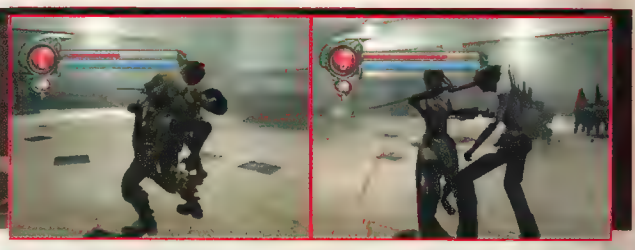
Xbox: Left Thumbstick (fwd), , ,

PS2: Left Analog Stick (fwd), , ,

FEED

Xbox:

PS2:



FEED GUNS

Xbox: ,

PS2: ,

BLOCK

Xbox: Hold

PS2: Hold

HARPOON THROW

Xbox: Hold , , Left Thumbstick (direction)

PS2: Hold , , Left Analog Stick (direction)

JUMP COMBAT

This section illustrates each of the four Jump Combat moves. These moves all involve Rayne jumping and combining attacks with her flight while in the air.

JUMP

Xbox:

PS2:

SOMERSAULT

Xbox: ,

PS2: ,

SILVER MOON

Xbox: ,

PS2: ,

TIGER WING

Xbox: ,

PS2: ,

LOCK-ON COMBAT

This section examines the six moves for Lock-On Combat. These moves occur when a target has been "locked-on" in Target Lock. On the Xbox, press the button; for the PS2, press the button.

LOTUS SPEAR

Xbox: Hold , , ,

PS2: Hold , , ,

MANTIS KISS

Xbox: Hold , Left Thumbstick (fwd), , ,

PS2: Hold , Left Thumbstick (fwd), , ,

SUSPENDED STAG

Xbox: Hold LT, Left Thumbstick (back), B, B, B

PS2: Hold L1, Left Analog Stick (back), ■, ■, ■

BUTTERFLY FLICK

Xbox: Hold LT, R, R, R

PS2: Hold L1, ●, ●, ●

TURNING DRAGON

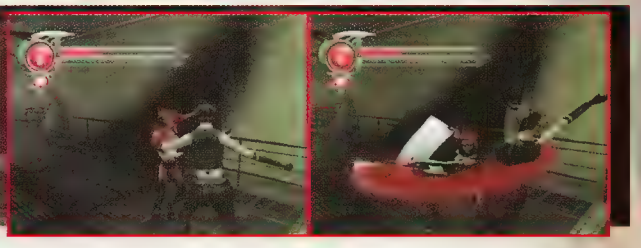
Xbox: Hold LT, Left Thumbstick (fwd), R, R, R

PS2: Hold L1, Left Analog Stick (fwd), ●, ●, ●

ENCIRCLED STEER

Xbox: Hold LT, Left Thumbstick (bwd), R, R, R

PS2: Hold L1, Left Analog Stick (bwd), ●, ●, ●



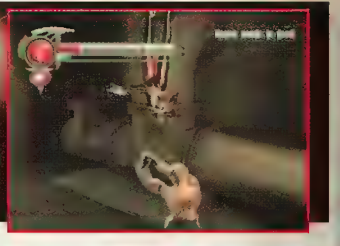
EVASION COMBAT

This section examines the complete list all 18 moves for Evasion Combat. Evasive combat moves are absolutely essential when fighting against bosses. Having the ability to strike these stronger foes while moving out of harm's way is critical.

FALCON SURGE

Xbox: Hold LT, G

PS2: Hold L1, ✕



SHATTERED CLOUD

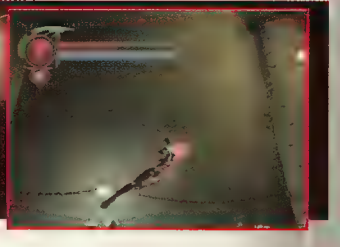
Xbox: Hold LT, G, B

PS2: Hold L1, ✕, ■

FOCUSED KICK

Xbox: Hold LT, G, R

PS2: Hold L1, ✕, ●



FLIP OVER

Xbox: Hold L, Left Thumbstick (fwd), A

PS2: Hold L1, Left Analog Stick (fwd), ✕

SPIDER'S DAUGHTER

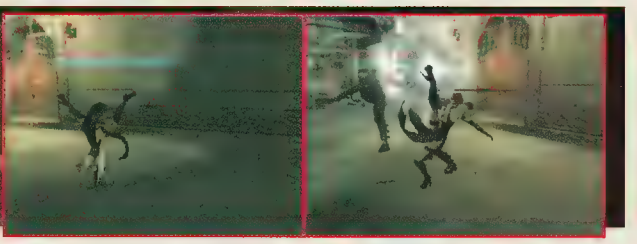
Xbox: Hold L, Left Thumbstick (fwd), A, B

PS2: Hold L1, Left Analog Stick (fwd), ✕, ■

GARUDA CROSS

Xbox: Hold L, Left Thumbstick (fwd), A, X

PS2: Hold L1, Left Analog Stick (fwd), ✕, ●



ASCENDING LUST

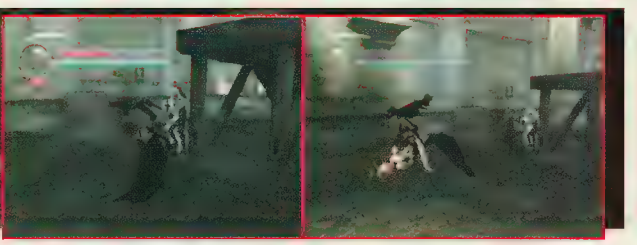
Xbox: Hold L, Left Thumbstick (fwd), A, A, A

PS2: Hold L1, Left Analog Stick (fwd), ✕, ✕, ✕

DESCENDING LUST

Xbox: Hold L, Left Thumbstick (bwd), A, A, A

PS2: Hold L1, Left Analog Stick (back), ✕, ✕, ✕



RISING THORN

Xbox: Hold L, Left Thumbstick (back), A, B

PS2: Hold L1, Left Analog Stick (back), ✕, ■

SECRET LIGHTNING

Xbox: Hold L, Left Thumbstick (back), A, X

PS2: Hold L1, Left Analog Stick (back), ✕, ●

DEXTRAL FLOWER

Xbox: Hold L, Left Thumbstick (right), A

PS2: Hold L1, Left Analog Stick (right), ✕

DEXTRAL THORN

Xbox: Hold L, Left Thumbstick (right), A, B

PS2: Hold L1, Left Analog Stick (right), X, R3

DEXTRAL BLOOM

Xbox: Hold L, Left Thumbstick (right), A, Y

PS2: Hold L1, Left Analog Stick (right), X, R3

SINISTRAL BLOOM

Xbox: Hold L, Left Thumbstick (left), A, Y

PS2: Hold L1, Left Analog Stick (left), X, R3

DOLPHIN TAIL (DOWN)

Xbox: A

PS2: X

DOLPHIN TAIL (STANDING)

Xbox: Left Thumbstick

PS2: Left Analog Stick

FEEDING FATALITIES

This section examines the list of 14 Fatality Moves associated with feeding. Feeding Fatalities are some of the nicest pieces of eye candy you'll see in *BloodRayne 2*. As an added bonus, Rayne receives Rage for using it.

DEVIL'S HANDSHAKE (IN FRONT)

Xbox: X, A

PS2: △, X

STERLING BLOW (IN FRONT)

Xbox: X, B

PS2: △, R3

LAUGHING JACKAL (IN FRONT)

Xbox: , ,

PS2: , ,

ARCHER'S BLISS (IN FRONT)

Xbox: ,

PS2: ,

CRACKED SPARROW (IN FRONT)

Xbox: , ,

PS2: , ,

SILVER EEL (IN FRONT)

Xbox: ,

PS2: ,

ATHENA SHIVER (IN FRONT)

Xbox: , ,

PS2: , ,

STRANGLED FLAME (BEHIND)

Xbox: ,

PS2: ,

LAMENT REVERSAL (BEHIND)

Xbox: ,

PS2: ,

CRANE'S REPLY (BEHIND)

Xbox: , ,

PS2: , ,

RABBIT'S LASH (BEHIND)

Xbox: ,

PS2: ,

COMET'S TWINGE (BEHIND)

Xbox: , ,

PS2: , ,

WEEPING COBRA (BEHIND)

Xbox: ,

PS2: ,

LOVER'S GRIP (BEHIND)

Xbox: , ,

PS2: , ,

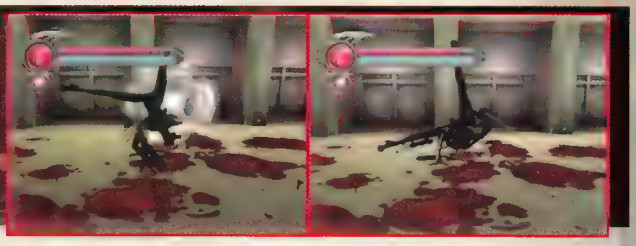
SPECIAL MOVES

These are the unique moves that defy classification otherwise. There are five Special Moves in total, all of which you must earn.

TWISTED WIND

Xbox: Left Thumbstick (360°),

PS2: Left Analog Stick (360°),



SILVER CIRCLET

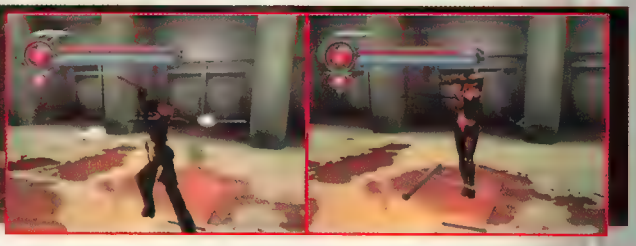
Xbox: Left Thumbstick (360°),

PS2: Left Analog Stick (360°),

QUIET THUNDER

Xbox: Left Thumbstick (360°),

PS2: Left Analog Stick (360°),



SHIVA ASPECT

Xbox: Hold L, Green, Red

PS2: Hold L1, ✕, ●

CURTAIN TWICE TORN

Xbox: Hold L, Green, Blue

PS2: Hold L1, ✕, ■

AURA POWERS

There are three Aura Powers (discussed earlier in this chapter), that are acquired throughout various points of the game.

AURA VISION

Xbox: Directional Pad Left

PS2: D-Pad Left

GHOST FEED

Xbox: Directional Pad Left, Directional Pad Left

PS2: D-Pad Left, D-Pad Left

ENTHRALL

Xbox: Directional Pad Left, Directional Pad Left, Directional Pad Left

PS2: D-Pad Left, D-Pad Left, D-Pad Left

RAGE POWERS

The following are the three Rage Powers (discussed earlier in this chapter) that are acquired throughout the game.

BLOOD RAGE

Xbox: Directional Pad Up

PS2: D-Pad Up

BLOOD FURY

Xbox: Directional Pad Up, Directional Pad Up

PS2: D-Pad Up, D-Pad Up

BLOOD STORM

Xbox: Directional Pad up, Directional Pad up, Directional Pad up

PS2: D-Pad Up, D-Pad Up, D-Pad Up

SPEED POWERS

There are three Speed Powers (discussed earlier in this chapter) that are earned in the game.

DILATED PERCEPTION

Xbox: Directional Pad Right

PS2: D-Pad Right

SUPER SPEED

Xbox: Directional Pad Right, Directional Pad Right

PS2: D-Pad Right, D-Pad Right

FREEZE TIME

Xbox: Directional Pad Right, Directional Pad Right, Directional Pad Right

PS2: D-Pad Right, D-Pad Right, D-Pad Right

Characters & Enemies

Main Characters

There are a few characters who you will get to know well while playing the game. To avoid spoiling any of the game's plot points, this section simply provides a glimpse into the characters and their motivations.

Rayne

Rayne, the protagonist of this story, was last seen in 1935 when she joined forces with the reclusive Brimstone Society in an effort to undermine a Nazi attempt at world dominance. Rayne, who is half human and half vampire, wanted to kill Kagan, her father, herself but was cheated of this opportunity over 60 years ago.

Rayne has spent the better part of the last 60 years searching out and destroying as many of Kagan's offspring—Rayne's siblings—as possible.

KAGAN

The father of many Vampires, including Rayne, Kagan is the ringmaster behind the sinister plot to turn the world into a giant playground for Vampires. His goal is to make the realm of daytime safe for Vampires to venture, and he just might accomplish this feat if someone doesn't stop him. Kagan first appears in a flashback to World War II, but what Rayne thought was his death turns out to be the genesis of his increasing powers.

EPHEMERA

One of Kagan's underlings and a half-sister to Rayne, Ephemera is a powerful and conniving underling to Kagan. As the story progresses, she undermines Ferril for her own gain, but Rayne may get the last word.

FERRIL

Another one of Kagan's underlings, Ferril's responsibilities are the Wetworks and the Shroud Tower, both of which become targets during this game. Ferril is double-crossed by Ephemera, but she survives the double-cross and returns to exact vengeance on Ephemera and Kagan. Unfortunately, her attack force learns first-hand about the power of Xerx's Solar Cannons, thus warning Rayne of their power.

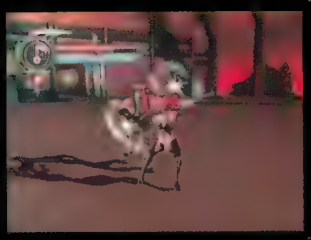
ZERENSKI

Zerenski is one of Kagan's underlings who is working on a secret plot to enslave humanity. Rayne battles against Zerenski early in the game. He has a tendency to turn into a massive gathering of bats.

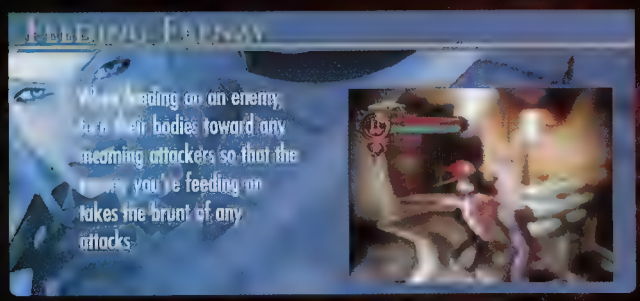
Enemies

There are plenty of foes to fight in the long road that is *BloodRayne 2*. Some of them are tougher than others, but none should be taken lightly.

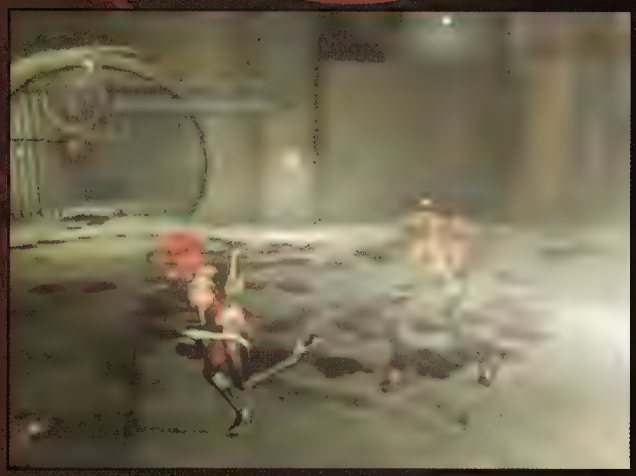
Minions



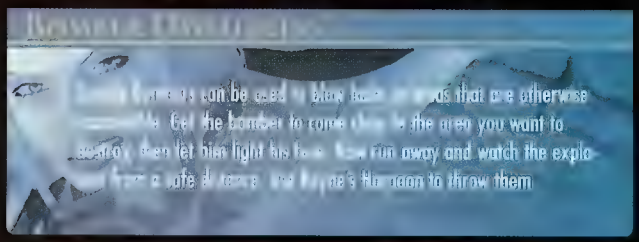
These are the low-level thugs that appear in most portions of the game. Don't take these foes lightly, because they are very dedicated and will put their lives on the line for their bosses. Minions come in three basic forms: unarmed, semi-armed (with clubs, poles, or other blunt objects), and fully armed (with machine guns or other weapons). Minions with blunt-object clubs must be disarmed before you can feed on them, but unarmed minions and those with guns can be fed upon at any time.



SUICIDE BOMBERS



The bombers are only found in the Sewers area, but they are truly a unique foe. Suicide Bombers attempt to run up next to Rayne and self-detonate, thus triggering their explosives on a path to destruction. After starting the fuse, there is only a brief period of time to get out of the way! Fortunately, once a bomber lights the fuse, he cannot move.



NINJA

Ninjas have a wicked attack with an electrified sword. If they land this attack, it will temporarily stun Rayne and cause extra damage. While they are resistant to Harpoon attacks, you *can* get them to "open up" to a Harpoon attack if you hit them with a Blood Stream attack first. Ghost Feed is very effective against Ninja enemies.

DHAMPIR

The Dhampir enemies are equals to Rayne. In fact, Rayne is a Dhampir! The battles with Dhampirs are fairly regular, and they always end in death. Fortunately, fights against these powerful foes nearly always result in the acquisition of a new combo attack or ability!

FOREMAN

The Foreman is a huge, powerful enemy that carries a large sledge-hammer. The key to defeating these creatures is to get behind them and stay away from their offensive attacks. Super Speed can help with this a great deal, as can the Evasive Combat moves.

BRUTE

Brutes are quite agile for their size, but they do have a weakness. If you stand in one place, the Brute will turn to face you and attack at high speed. When this happens, jump out of the way at the last moment. The Brute cannot change direction and will plow into any nearby obstacle. This should stun the Brute for a few seconds, allowing you to hack away at him with impunity!

BIO ARMOR

These unique, headless enemies don't appear until later in the game. They are *very* tough because their bodies contain armor that is resistant to most of Rayne's attacks. They do, however, have a weakness: their two exposed patches just above their knees. Attack these exposed areas to defeat them. Unfortunately, these weak points are in the front of the beast, which puts Rayne in the line of fire. Use Super Speed Power to counteract this deficiency.

SHADOW LEGION

The Shadow Legion warriors are tough, mid-level boss creatures. They carry powerful swords and they like to work in pairs and unleash throwing stars in Rayne's direction.

KAGAN ELITES

These enemies appear only in the last area of the game, Kagan's Tower. These vampires carry a sword in one hand and a powerful, heavy machine gun in the other. The best way to eliminate these bad boys is to use Super Speed and a healthy smattering of Evasive Combat maneuvers.

UNRAVELLER

The Unraveller is a powerful boss that lives inside its own lair in Kagan's Tower. You must fight this creature not long before the final battle with Kagan. The newly-acquired Blood Hammer Guns are the key to defeating this spider-like vampire. Always search for places to hide in this fight, like broken walls and levels that surround the Unraveller's pole.

ACT 1 MANSION

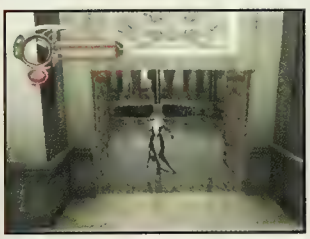
Zerenski's Mansion is where you'll be cutting your teeth in *BloodRayne 2*. After meeting Zerenski at the party, you'll get a chance to take a look around the Mansion. Beware, however, because Zerenski's guards will politely tell you that you're in an off-limits area just before they attempt to rip you to pieces!

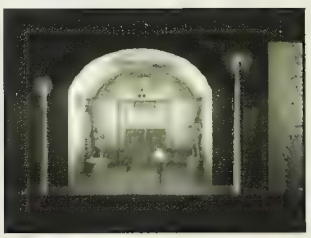
ENTRY

The Entry area seems cavernous and empty, but don't worry. You'll soon have plenty of company to test your fighting skills. Take some time here to practice slicing and dicing the various objects in the entryway.

GET INSIDE ZERENSKI'S PRIVATE BEDROOM

Explore the areas of the Mansion away from the party. You're looking for Zerenski's private bedroom, but you have to get past quite a few of Zerenski's minions to get there. Start by moving straight ahead and through the double doors. A pair of guards enter the area just below.





PRACTICE, PRACTICE!

Use this time to practice your slicing attacks/combos on the furniture and suits of armor that line the walls before moving onward.

Jump down over the rail to the area below and prepare to battle a pair of escorts. It's now time to use those moves you've been practicing. Slice and dice the enemies, then move through the double doors to continue.

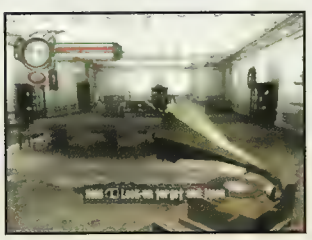
Move into the next corridor. A female thug is standing at the end of the hall. Take her down, then proceed through the only set of doors that isn't roped off.

FEEDING FRENZY

When Rayne's health gets low (and even when it isn't), feed on your enemies and reclaim the sweet red nectar of life from their pulsing veins.

THE PHONOGRAPH ROOM

Next, enter a room with an old-fashioned phonograph and some glass display cases. Some uniquely dressed friends enter to help escort you into the casket. Make quick work of these guys, then move forward.



A successful impalement.

HARPOON PRACTICE TIME

From the Phonograph Room, you need to vanquish some foes from a circular room with a large statue in the center. Several waves of enemies attack before you can move on.

NARROWED FOCUS

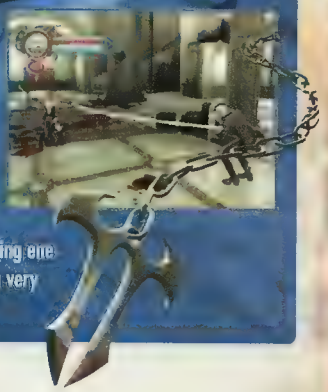
Don't let your focus get too narrow when you're practicing with the Harpoon in this room. If you take hits and your health gets low, forget about the enemies for a moment. Instead, get up close and personal with an enemy or two and feed off them to increase Rayne's health before resuming your Harpooning activities.

When the enemies appear upstairs in a cutscene, the game moves on.

Messy work! Take out the enemies before moving onward.

THE HARPOON

The Harpoon takes a little getting used to, but upon mastering it, it's an absolutely invaluable weapon. There are two key functions of the Harpoon to practice here. First, get the hang of how far the Harpoon can travel. It has a decent but limited range. Second, practice hinging enemies in different directions. This is a very important skill in this game.



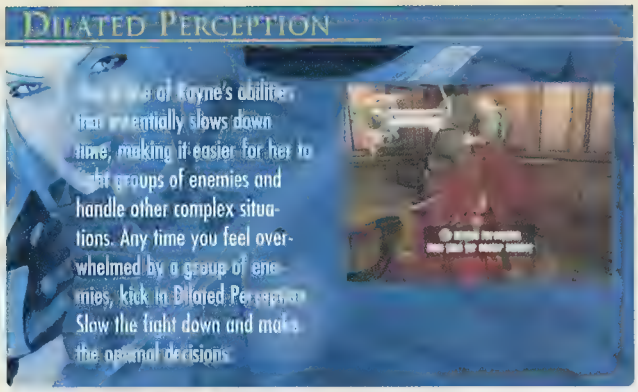
Through the next door is a room with four pillars, each with a rhino-head statue on it. Use the Harpoon to impale at least one enemy on each of the four rhino horns. The enemies continually flow into the room in pairs until you've harpooned at least one on each horn. Then the doors open, the waves of enemies stop, and you can proceed.

ZERENSKI'S BEDROOM

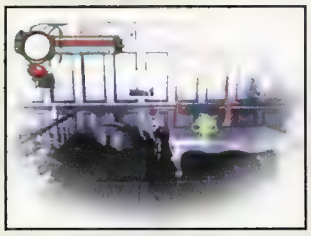
You've nearly made it to Zerenski's Bedroom. Fight through the next hallway to the bedroom doors. There are two or three foes who attempt to prevent this from occurring, though, so beware.

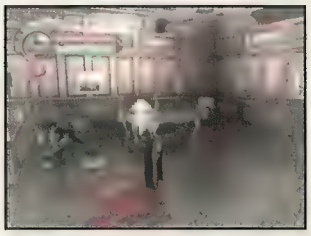
Inside the bedroom, there's plenty of action. The enemies here recognize Rayne as Dhampir, but that doesn't mean they aren't going to fight with everything they've got! Many of the objects in the bedroom are destructible, so once you've cleared out the enemies, you can go on a vandalism rampage just for fun. At this point you're prompted to use Dilated Perception to aid in difficult combat situations. Give it a try to get the hang of it.

Dilated Perception


One of Rayne's abilities essentially slows down time, making it easier for her to fight groups of enemies and handle other complex situations. Any time you feel overwhelmed by a group of enemies, kick in Dilated Perception. Slow the fight down and make the optimal decisions.

When the fighting ends, switch into Aura Vision to see the gateway to the Vampire Lair. You see not only the green checkpoint symbol but the two red borders of the Vampire Lair. Enter this area.





DHAMPIR

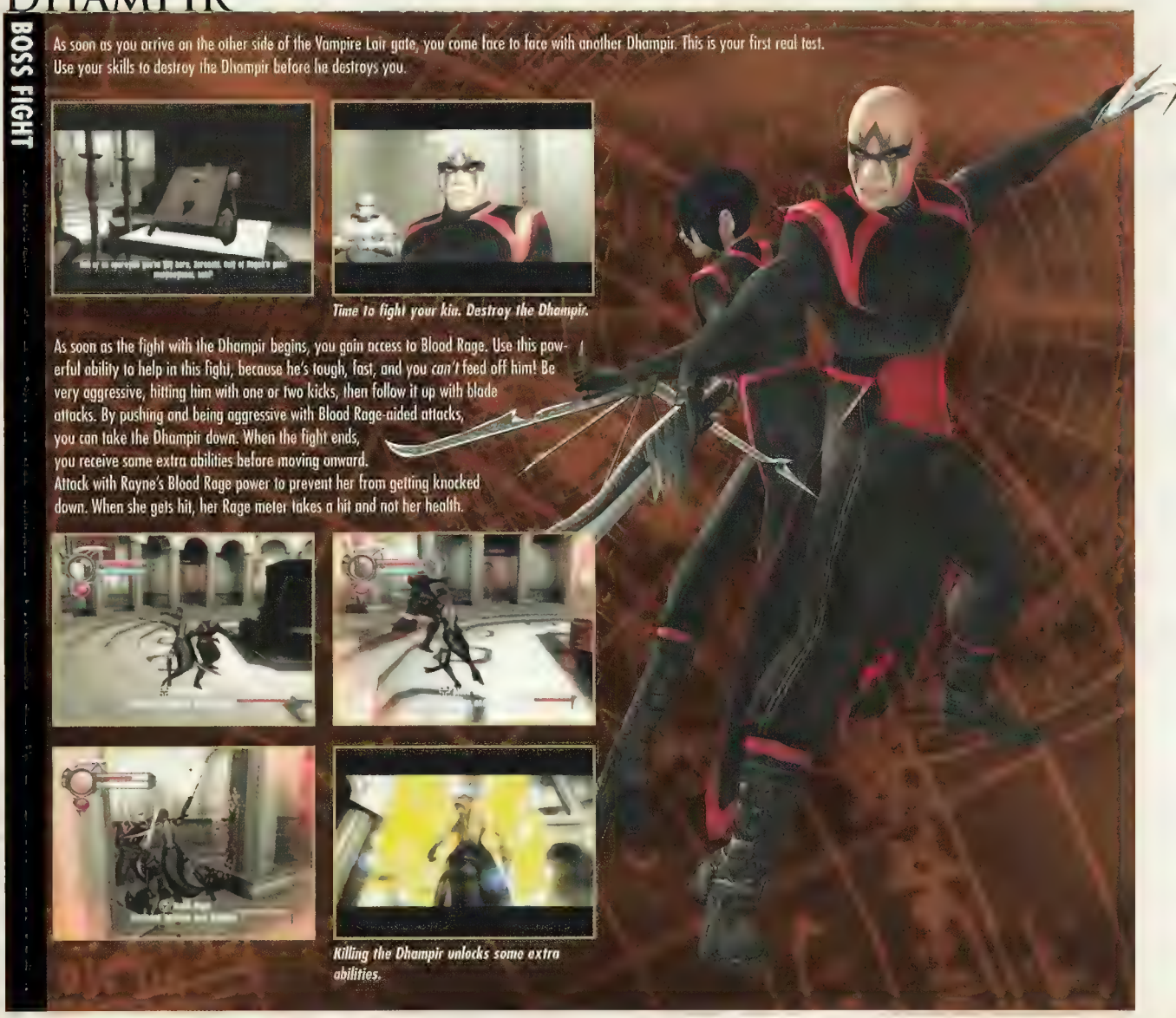
BOSS FIGHT

As soon as you arrive on the other side of the Vampire Lair gate, you come face to face with another Dhampir. This is your first real test. Use your skills to destroy the Dhampir before he destroys you.

Time to fight your kin. Destroy the Dhampir.

As soon as the fight with the Dhampir begins, you gain access to Blood Rage. Use this powerful ability to help in this fight, because he's tough, fast, and you *can't* feed off him! Be very aggressive, hitting him with one or two kicks, then follow it up with blade attacks. By pushing and being aggressive with Blood Rage-aided attacks, you can take the Dhampir down. When the fight ends, you receive some extra abilities before moving onward.
Attack with Rayne's Blood Rage power to prevent her from getting knocked down. When she gets hit, her Rage meter takes a hit and not her health.

Killing the Dhampir unlocks some extra abilities.

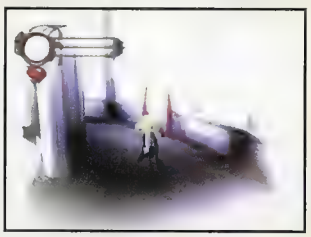


Blood Rage

Blood Rage makes Rayne's kicks and Melee attacks cause *double* damage, providing there's some rage in her Rage Meter. This is a key ability for tough one-on-one fights, and it can turn the tide of the battle with just a few double-power hits.

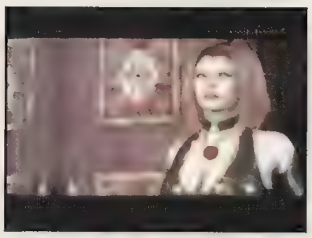
EXIT THE AREA

After the boss fight, move up the stairs to the second level. Then use Aura Vision to find the exit from the Vampire Lair. Move through the Vampire Lair gates to enter the Courtyard.



COURTYARD

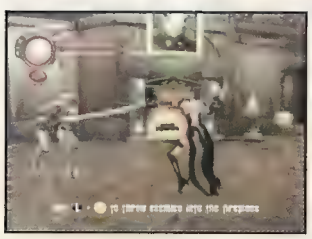
This area involves the rooms of the mansion that surround a central courtyard, which can be negotiated by using Rayne's acrobatic abilities. The stakes continue to increase as you chase Zerenski and attempt to bring him down. Before you enter this area, a short cutscene provides some backstory on Rayne's life.



Learn a little more about Rayne's motivations.

INVESTIGATE THE MANSION FURTHER

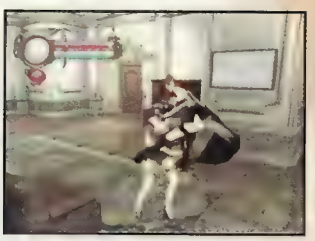
This is a large room with a fireplace nearby. Enemies attack Rayne from all directions. Toss them all into the fire until it's extinguished. Then move into the fireplace and jump down to a new area.



Tossing

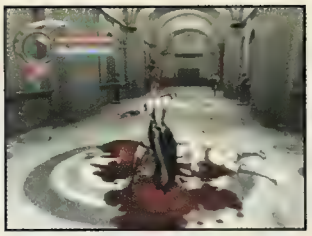
Although the Harpoon is a good way to toss enemies into the fireplace, you can also use a fatality move to feed off them and then kick them into the fire.

The fireplace leads to a different area of the mansion. While it looks serene and soothing, don't let your guard down. There are plenty of enemies in these corridors/rooms.

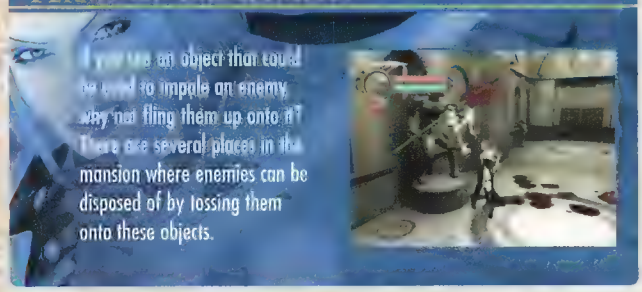


COURTYARD

You must fight through several well-populated rooms en route to the courtyard. Pass through a theater room, some hallways, and a billiard room as you fight your way outside. Remember to feed as you go so that Rayne's health doesn't fall too low. Eventually, you come to an archway that leads to the open courtyard.

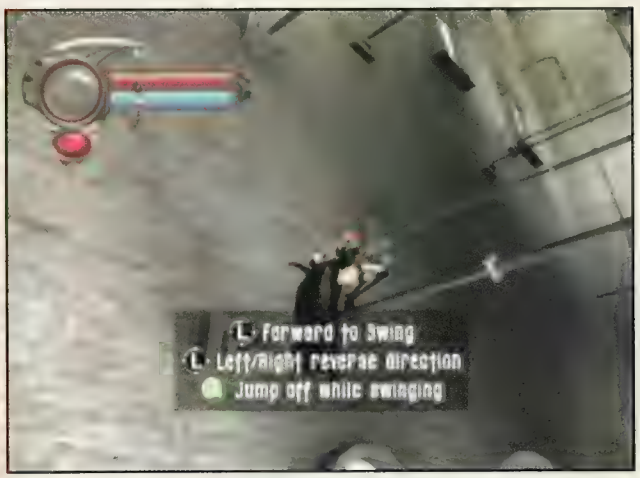


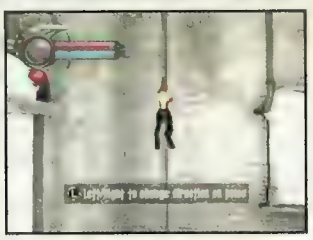
Terms of Impalement


If you see an object that could be used to impale an enemy, why not fling them up onto it? There are several places in the mansion where enemies can be disposed of by tossing them onto these objects.

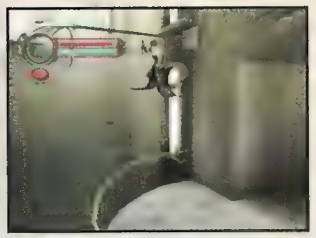
ACCESS THE UPPER LEVELS OF THE MANSION

Use the series of poles, grind rails/ropes, and pipes to climb, swing, and shimmy up to the topmost balcony in the courtyard. You need to be sharp with Rayne's acrobatic skills in this scenario, but take your time and you'll get it right. If you're unsure what to do next, switch to Aura Vision to see where to move.

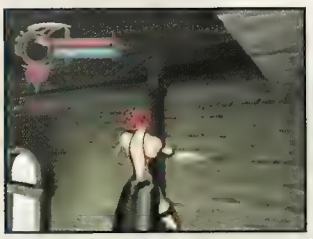




Getting up to the top balcony is a multi-part process involving swinging from pole to pole, jumping onto the pipes, climbing, and jumping back onto the poles again. When you come to the first balcony, jump down on it and use the grind rail/rope to get to the balcony across the courtyard. From here, jump to the pole just above and to the right as you face the balcony.



Use the poles to swing up and across to a pipe, then climb to the roofline of the mansion. Then jump to the left onto a pole that's just above the upper balcony. Jump down onto the balcony and go through the open door.

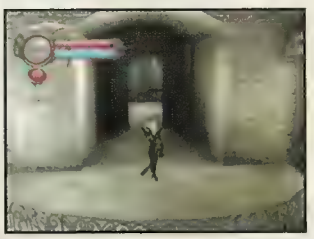


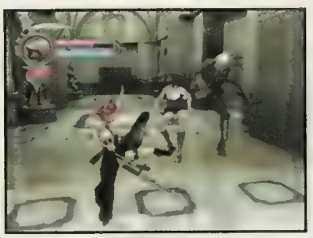
At this point, make a jump to the left.

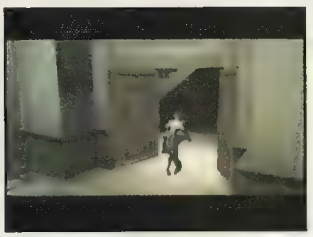
You made it!

FIND THE STAIRWELL THAT LEADS TO THE ROOF

Move through the doorway and be ready for an enemy who's waiting just inside. You must find a staircase that leads up to the roof of the Mansion, so move down the hallways looking for the exit. Just before the exit are several more guards. Unload on them with all of Rayne's best moves to send them packing.

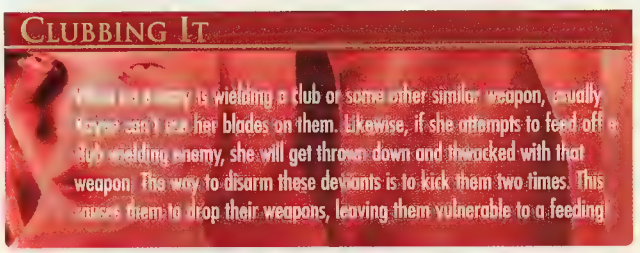






The exit to the rooftops.

Clubbing It


When an enemy is wielding a club or some other similar weapon, usually Rayne can't use her blades on them. Likewise, if she attempts to feed off a club-wielding enemy, she will get thrown down and thwacked with that weapon. The way to disarm these deviants is to kick them two times. This causes them to drop their weapons, leaving them vulnerable to a feeding!

ROOFTOPS

The rooftops area is a sprawling collection of roofs, balconies, scaffolding, and even a helicopter pad. You must find a way to cross the roof and cut the power to a security system so that you can enter the East Wing of the Mansion.

GET TO THE EAST WING OF THE MANSION

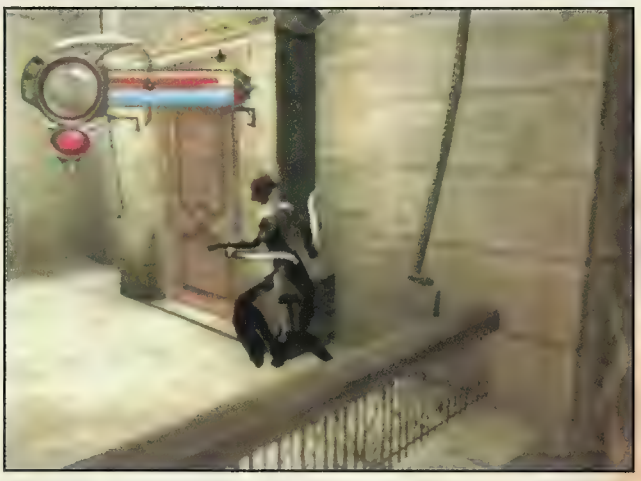
The area is crawling with an unlimited number of enemies, so work quickly to open the door. Start by walking along the grind rail to the tall, scaffolding-enshrouded tower.

LOWER ROOFTOP

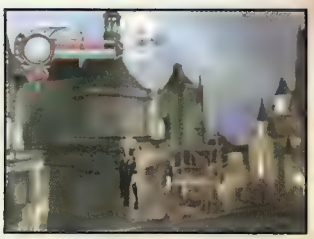
If Parker accidentally falls to the lower rooftop, first deal with any nearby enemies. Then get to the scaffolding and climb back up to the upper rooftops. There are an unlimited number of enemies in the lower areas, so you'll never be able to defeat them all.

CUT THE POWER TO THE SECURITY GATE

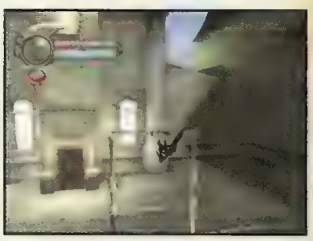
Once you get up to the door, you must disable the security system. Move across the balcony to the set of poles, then swing across the chasm. After disposing of the enemy, move back across the chasm and cross the grind cable/rail to the scaffolding near the objective (use Aura Vision to see the green objective marker).



This is the door.



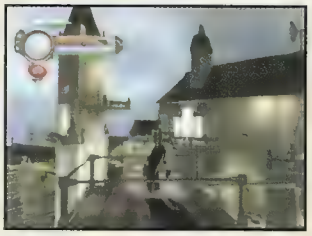
On the scaffolding tower, you can cross another roof to another tower. The two electrical boxes that you must destroy are within view. Flip onto the roof beyond, take out the enemies, and destroy the electrical boxes to open the gate.



These are the boxes that must be destroyed. Throw enemies into the boxes to gain Carnage points.

EXIT THROUGH THE NEWLY OPENED DOOR

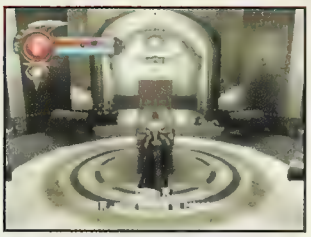
Once the door is open, it's best to cross back to the exit across the upper roof area to avoid extra combat on the lower area. Cross to it using the rails and some nifty jumping, then exit to the East Mansion.



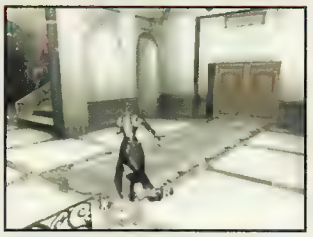
Move to the door and exit.

BALLROOM

You're getting close to the battle with Zerenski now. The entrance to the East Mansion area has a pair of Dhampir Guns that you can use from this point forward.



A new weapon is added to Rayne's arsenal: the Dhampir Guns.



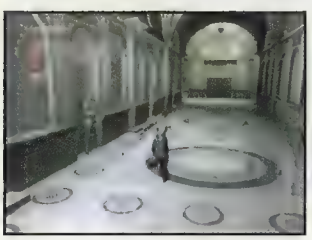
DHAMPIR GUNS

These guns are powerful and effective mid- to long-range weapons. The great thing about the Dhampir Guns is that you can replenish their ammunition by feeding on enemies with the guns! The blood from the victims doesn't increase Rayne's health, but it will fill the guns with ammunition. If Rayne's guns run out of ammo, it will deplete her health to use as ammo.

EXPLORE THE AREA/ GET TO THE COURTYARD

These guns increase your ability to take down enemies considerably. The starting area is your first combat test, as several waves of enemies attack. Take them out. Then explore the area and move to the double-door exit on the lower level.

There are some dark and lonely hallways en route to the courtyard. One or two enemies make an appearance here, but they won't present a problem. Use this opportunity to test out the new Dhampir Guns.



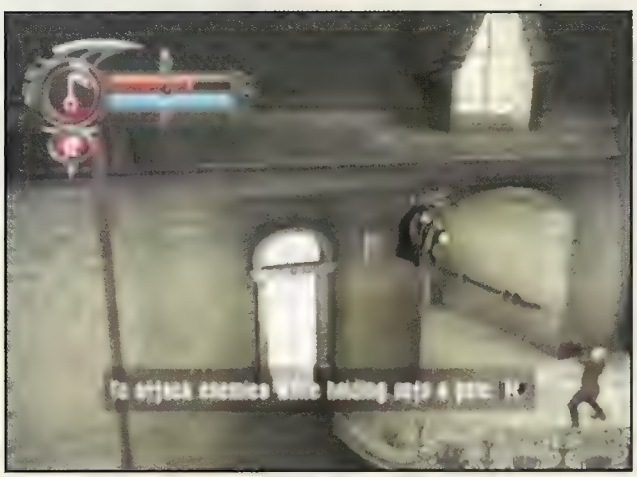
ASCEND THE COURTYARD

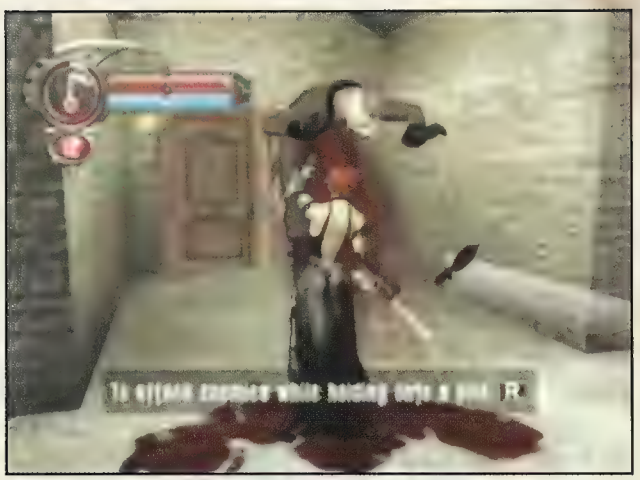
In the courtyard, use the poles and pipes to ascend to the balcony above. Use Rayne's acrobatic ability to swing up to the balcony. If you don't know where to swing, use Aura Vision to spot the next pole.

Zerenski's guards are manning the balconies around the edge of the courtyard, and they fire on Rayne as she moves. This is a good time to test out Rayne's new Dhampir Guns. Use the Target Lock feature to lock onto your targets, then shoot them down from afar. Clear out the enemies here so you can move around the courtyard without fear of taking hits.

From the balcony, use Rayne's guns and let them have it!

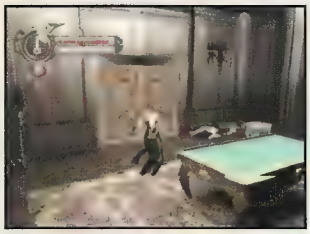
Once you've made it to the first balcony and taken out the enemies, hop up the poles to the upper balcony. Here you have one more foe to punish. Take him out, then exit the courtyard area. Note that Rayne can shoot from poles from a horizontal position. It's possible to auto-target from poles, but you can't target lock from them.

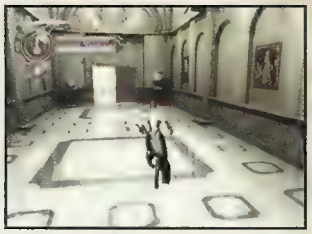




RENDEZVOUS WITH SEVERIN

Inside the Mansion, Severin advises you to "Get down here" right away. You must move through quite a few rooms to get to Severin. First, move through the upper rooms, go to the billiard room, and then head across the hallway to the stairwell. There are plenty of enemies along the way, so be prepared for a great deal of combat.





Decisions, Decisions

When Rayne feeds off an enemy, you must decide where you want the blood to go. If she needs health, drink the blood. If her gun needs ammunition, refill its ammunition chamber with the blood. The end result is that you need to feed on enemies more often than you did before.

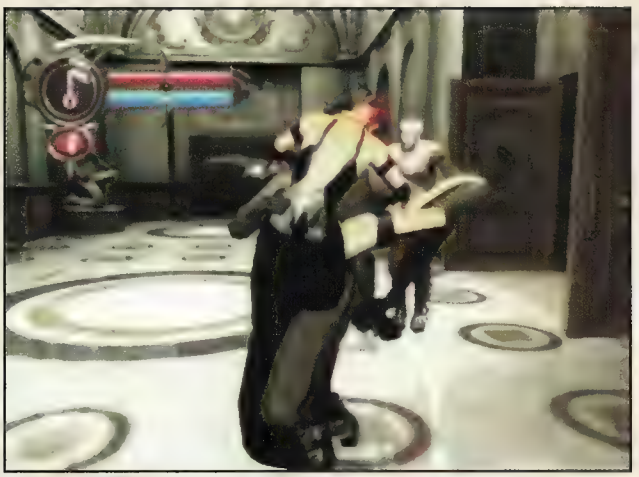
ACT 1
ACT 2
ACT 3
ACT 4
ACT 5
ACT 6
ACT 7
ACT 8

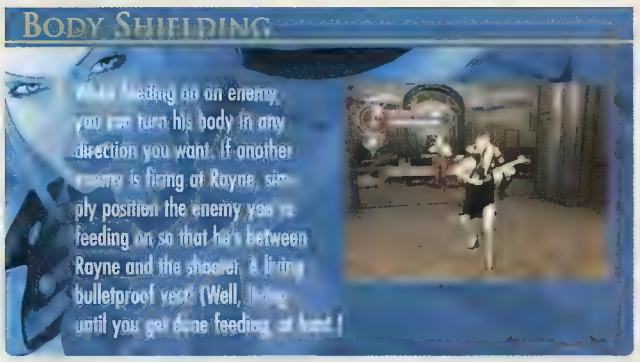
RIDING THE RAIL

There are two ways to get down the stairwell. You can descend them normally or hop up on the rail and slide down. If you slide down, prepare your blades and take out the enemies on the way down!

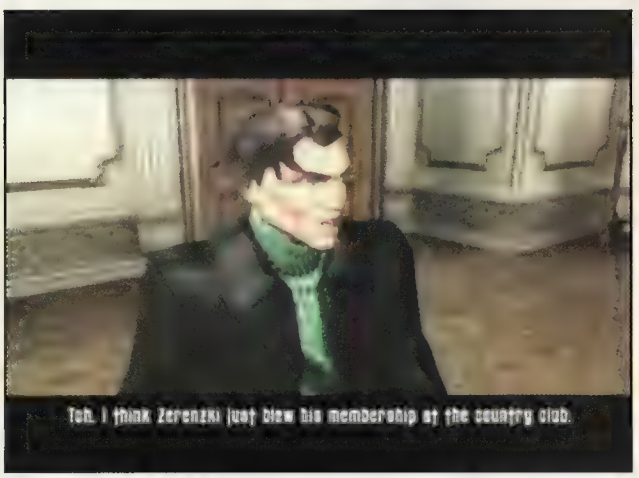
You can take out an enemy with a single swipe as you slide down the railing.

At the bottom of the rail, you need to clear out a few more rooms before meeting up with Severin. These enemies have guns and clubs and are tougher than what you've faced before. Be careful and use Dilated Perception or Blood Rage to get through these areas quickly.



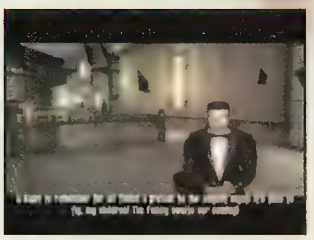

Body Shielding
you can turn his body in any
direction you want. If another
enemy is firing at Rayne, sim-
ply position the enemy you're
feeding on so that he's between
Rayne and the shooter. A living
bulletproof vest! (Well,
until you get done feeding at least.)

Continue through the rooms and hallways until you find Severin. He suggests that you "Do what you do" and take out Zerenski.



ZERENSKI

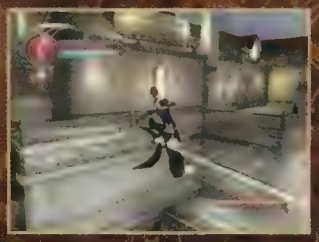
The time has come to face off against Zerenski. A cutscene shows Rayne following him out to the rooftops where the battle will ensue. This is a tough boss fight, but your chances are greatly improved if you use Zerenski's minions to replenish your health and ammunition.



ZERENSKI

BOSS FIGHT

Zerenski is a tough hombre who's as elusive as he is tough. Whenever you get close and slash him with your blades, he disappears in a puff of smoke and a flurry of flying bats. When Zerenski is hit and he disappears, some of the bats are larger than the others.

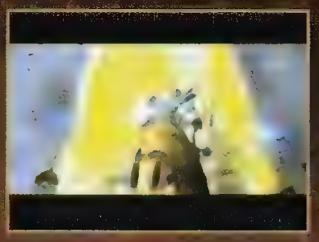


The key to beating Zerenski is to shoot the larger bats that appear when he's hit. This hurts Zerenski considerably. Use Aura Vision to see where Zerenski reappears, run over there, and slash him again. When he turns into smoke, quickly Target Lock and shoot the bats. Keep repeating this tactic until Zerenski falls. Use Aura Vision to see the bats. This causes a green objective marker to appear over the larger bats.

Aura Vision indicates where Zerenski's bats are.

Be persistent in chasing down Zerenski.

Use Rayne's Dhampir Guns to blow up some barrels around the rooftop area and kill any enemies near them. Use Rayne's Blood Rage power to prevent the bats from knocking her down. When Zerenski falls, you gain more combinations. Then Severin shows up in a helicopter and takes you to the Meatpacking District.

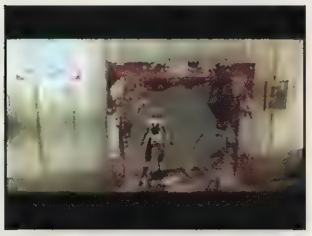


ACT 2 MEATPACKING DISTRICT

Now that you've traveled through the Mansion and fought off Zerenski, you must take the fight to the next level and enter the Meatpacking District. There, you must investigate the disappearance of many of the area's prostitutes and lowlife drug dealers.

BAR

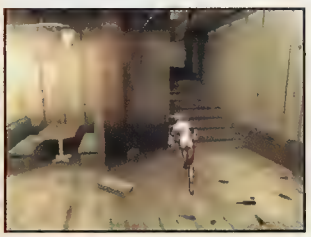
In the Bar, you begin by talking with Severin about the strange disappearances. Severin suspects that the Kagan Cult is at the root of the problem. After you talk with Severin, a police car slams into the Bar, blocking the exit.

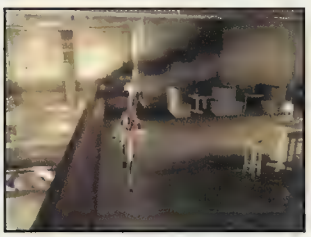


The enemies hitting the fan cause it to blow open, providing an exit.

FIND AN EXIT FROM THE BAR

You must find an exit from the Bar, and it will quickly become clear that it isn't on the first level (what with the burning debris and all). You need to find your way to the staircase that leads up to the second level. Beware, because there are plenty of minions just waiting to fight as you round the staircase to the second floor. Break out your blades to make quick work of them, and then move up to the third level.





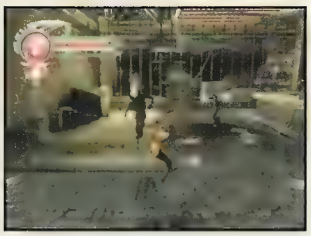
On the third floor there are more enemies. Your job here is to use your Harpoon to snag enemies as they come up to the third floor, and then toss them into the giant fan on the wall. After you've tossed a few of the bad guys into the fan, it blows open, allowing you leave this honky-tonk.

HARPOON

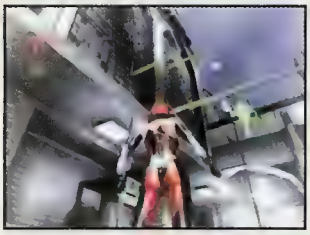
The Harpoon is a very important weapon in *BloodRayne 2*, and this is an excellent opportunity to get the hang of tossing enemies where you want them to go. Don't worry about how many enemies there are (they're unlimited until the fan is blown open). Just practice until you get the hang of using the spiked weapon.

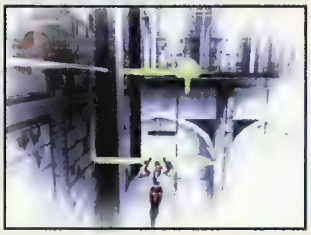
GET TO RAY RAY'S MEATS' LOADING DOCKS (PART 1)

Once you're down in the alley, you get a new objective. Start moving down the alley, and keep an eye out for enemies lurking in the shadows. As you exit the alley, you run into another fight. These thugs are determined to get you, but fortunately you can use the crate hanging above them to take them out en masse. Use the Harpoon to grab the crate and yank it down on your enemies! This is the first opportunity to earn Carnage points in this level. To do so, impale enough enemies on the forklift. (If you get lost, press the Select button to view your current objectives on the Objectives Screen.)



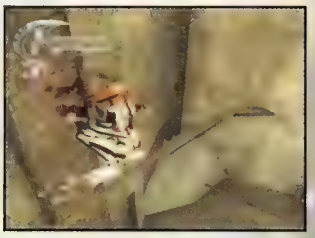
Upon defeating all of the enemies, you quickly see that you're trapped in an enclosed area. The only way out is up! Use Aura Vision to spot the poles and wall-jumps to get out of the area. You also have to master the art of pole-jumping. With a little practice, you'll be hopping from pole to pole like a lemur.

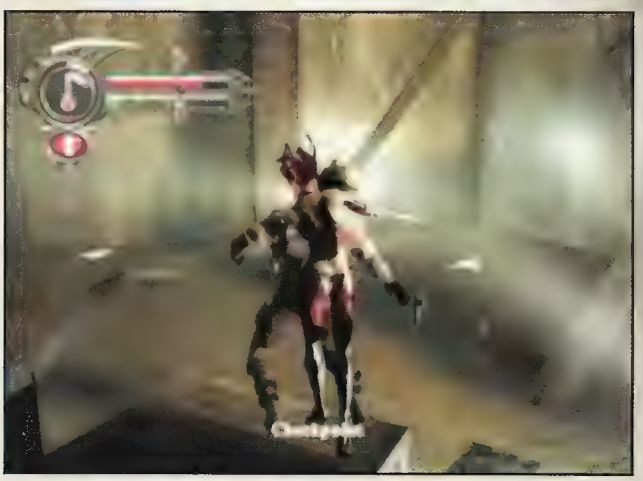




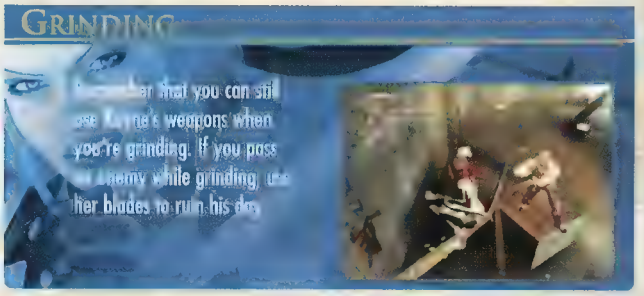
Once you're at the top of the jumps, you maneuver through some ruins. First up, you have to clear an area with church-like windows. Using the Harpoon in this area can fling enemies through open windows and down to the street! Do this to gain more Carnage points.

Once the area is clear, you can jump on a rail and grind down to the area below. Grinding down a rail allows you to cover great distances quickly. Don't forget that you can still use Rayne's weapons! Once you're on the ground, you have more minions to deal with, so be ready to fight as soon as your feet hit the ground





Why not pop in for a bite when you get off the grind rail?



GET TO RAY RAY'S MEATS' LOADING DOCKS (PART 2)

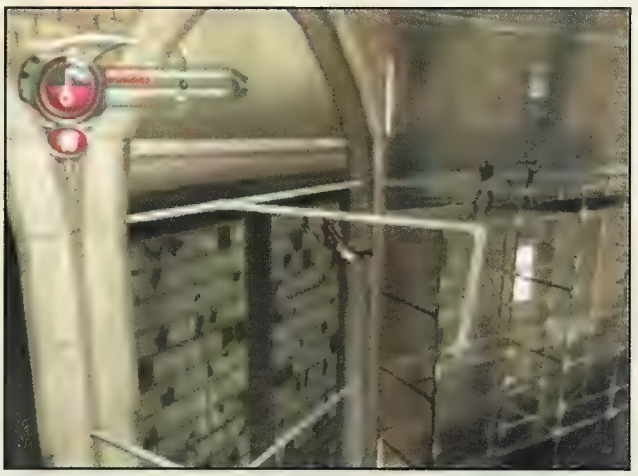
Next you move into some ruins with a pair of large beams supporting a crumbling wall. There's no way out of this area, and there are a large number of enemies on the other side of the wall. (Beware, because they can still attack through the windows.) Use Aura Vision to spot the course of action you need to take: knocking down the two support beams to make the wall crumble. The wall falls on many of the enemies on the other side while also opening up the correct path, killing two birds with one stone.

Taking out the beams causes the wall to crumble.

On the other side of the wall are more enemies to fight, but you can use the Harpoon to pull down the large crate that hangs over their heads. Once this crate is on the ground, use it as a springboard to get up to the next series of poles. Then climb/swing out of this area. Jump from pole to pole, using Aura Vision if you have to, until you get to the scaffolding above.

Use Rayne's Harpoon to bring this crate down on the attacking foes. You can even pull down the containers to get Carnage points.

At the top of the pole-jumping routine is some scaffolding with a few enemies on it. Make the jump over and then treat the two of them to dinner. Actually, treat them *as* dinner. Hack them apart or feed on them to help recover any lost life force. Then keep moving along the scaffolding.



At the edge of the scaffolding is another set of jumps and another enemy. Kill the enemy or take him out by feeding on him. Then wall-jump to the nearby platform that overlooks Ray Ray's Loading Docks!

You made it. Grinding down to the ground from here leads to Ray Ray's Loading Dock.

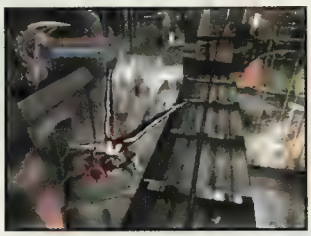
OVERLOAD THE GARBAGE TRUCK

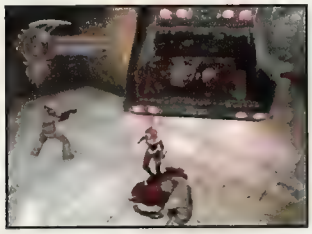
From the top of the platform, grind down the rail to the area below. As you slide down the rail, use Rayne's blades and make quick work of the enemies as you pass! You end up on a platform just above the Garbage Truck area. Here you find several more thugs. The Harpoon is an excellent tool here, because you can easily flip these guys off the platform.

GRINDING

This is your opportunity to practice using your weapons while you're grinding down a rail. You'll be doing a lot of grinding in this game, so you need to maximize your killing ability while on the rail.

When all the enemies have been vanquished in the area above the truck, jump down to the area below and prepare for a serious fight. The enemies here attack two or three at a time. You must use Rayne's Harpoon to snag the enemies and toss them into the garbage truck. Once it's overloaded, you can move on.





Use the Harpoon to toss the enemies into the garbage truck.

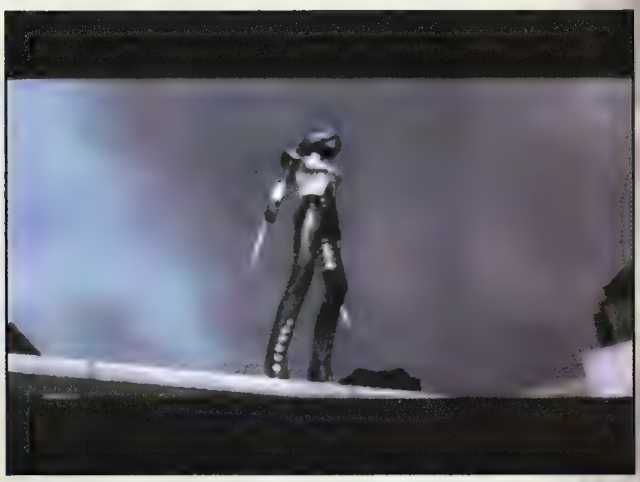
FILL 'ER UP

Try to avoid doing this (see screenshot). The enemies will continue to appear until you throw enough of them into the garbage truck.

The garbage truck overloading.

DEFEAT THE KESTREL'S MINIONS

Once the Garbage Truck is toast, you get a glimpse of a Kestrel above Rayne's current position. Then her minions attack in waves. There's plenty of fighting ahead, so stay on your toes and keep your blades handy. Because there are so many enemies, you'll no doubt take some hits in this battle, so don't forget to feed from time to time to keep Rayne's health up.

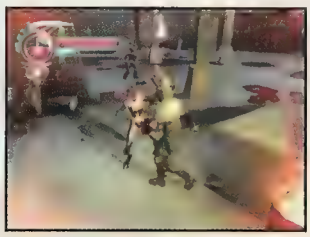


The Kestrel watches from on high.

EXPLODING TANK

There's a propane tank nearby which you can blow up by using the Harpoon. This can be a good way to inflict damage on enemies if they're close to the tank. Toss enemies into the tanks to make them catch on fire. This gains Rayne Carnage points.

The enemies here are relentless and often have boards or clubs, so be prepared to do some serious kicking and spinning! Keep fighting through the waves. When the last enemy has been vanquished, you can move to the exit. Use Dilated Perception and Blood Rage to make things easier.



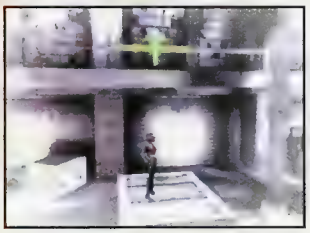
When all the minions are defeated, there's a short cutscene to signify it's time to move on.

Armed Enemies

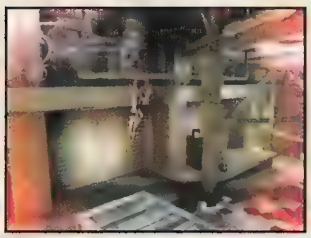
[illegible] who are holding clubs of any kind can't be fed upon or sliced [illegible] by Rayne's blades. To get these thugs, you must land two solid kicks on them. This causes them to drop their weapons, leaving them exposed. You can also feed on enemies from behind. This leads to better fatalities.

TRACK THE KESTREL TO THE ROOFTOPS (PART 1)

Once you've vanquished the Kestrel's minions, head up to the rooftops to track her down. Of course, along the way there is plenty of combat to keep your skills razor-sharp. Use Aura Vision to spot the poles to access the area above.

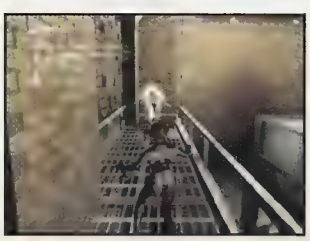


A quick look in Aura Vision indicates the enemies' location.



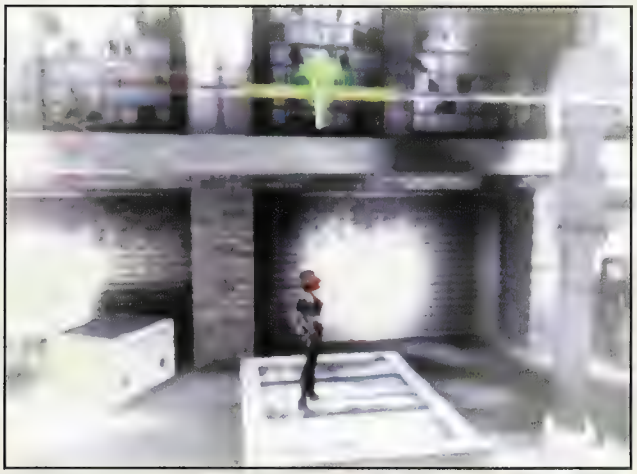
Move around the ledge/walkway until you come to a crate that's just above the burning fuel tank. From here, make a running jump to the pole that's in front of you. Shimmy up to the area above, and then follow the walkway until you come to the first grind rail.

To get to the rail, you have to jump up on a large crate, but it's not a difficult feat. Slide down the rail to the walkway below. The Kestrel is running away. Follow her!



TRACK THE KESTREL TO THE ROOFTOPS (PART 2)

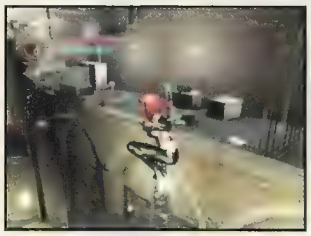
You come to a wide-open scaffolding that you must scale. Use wall jumps to get up to the rooftops, where a short cutscene introduces more of the Kestrel's minions and the Kestrel herself! Use your fighting skills to make quick work of the minions. Then get ready for some tougher fighting with the Kestrel.



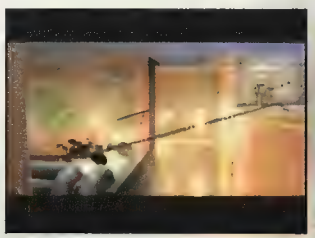
The Kestrel is a tough cookie, but when you're fighting her alone, you don't have to worry about the other thugs attacking from behind. The Kestrels love to use their blades, and a good way to keep them off guard is to hit them hard with kick attacks and then dodge their attacks. When the Kestrel is close to death, a cutscene interrupts the fight and she escapes.

DESTROY THE RADIO TOWER

Next up, you must destroy the Radio Tower on a nearby building in order to proceed. Take the rail down to the area below, and be prepared to fight a thug who's waiting there. After the area is cleared, find the three crates and climb up to get to the Radio Tower. Destroy the tower with a few swipes of your blades and then move on.



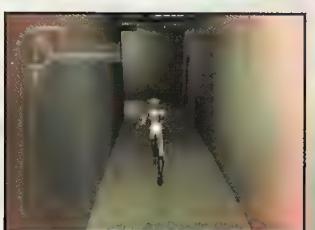
Climb up these crates to get to the Radio Tower.



The fallen tower provides a path to continue.

DESTROY THE SECOND RADIO TOWER

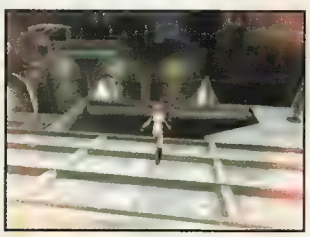
Grind down the rail that you just created by destroying the first Radio Tower. Get ready to use your blades, because there are enemies waiting at the bottom of the ride. Exit the rooftop through the short corridor that leads to more rooftops. On the other side, more minions come from several directions. Take them out with extreme prejudice.

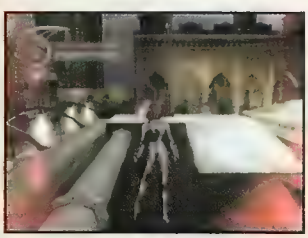


As you fight, move up behind the large Meats & Suckling Pigs billboard on the edge of the roof. Hit the support beams of this billboard. It falls across the gap between the two buildings and creates a bridge for you to cross.

The fallen billboard provides a path.

Move across the billboard and down to the next rooftop, kill another pair of minions, and destroy the second Radio Tower. The crumpled tower creates a grind rail path to the streets below. Use the Harpoon to toss punks over the building. This causes them to hit a passing train below, and also nets more Carnage points.





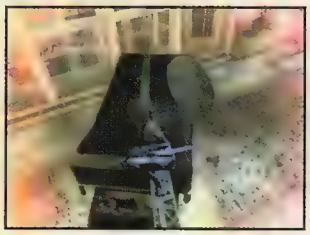
Once again, there is a path down.

Kestrel Bonus

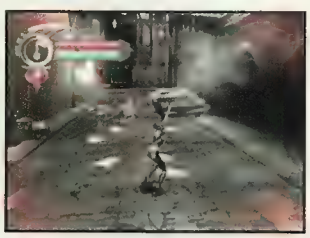
After defeating a Kestrel, you often receive a bonus of a combo or some other upgrade. In the case of this particular Kestrel, you receive **Rapid Shot** upgrade.

TRACK THE MINIONS TO THE CROSSTOWN TUNNEL

Once you're down on the street, be careful of minions coming from all angles. Proceed through the streets. When you get to the loading dock area, you have a few more minions to battle. Use Rayne's guns for long-distance attacks instead of her blades.



As you move through the alleys, note that you can use Rayne's Harpoon to trash the cars, causing them to explode! When you get near a large black truck, a short cutscene shows the minions guarding the truck and the Kestrel observing the proceedings from on high. Note that all cars and trucks are destructible. This also gains more Carnage points for Rayne.



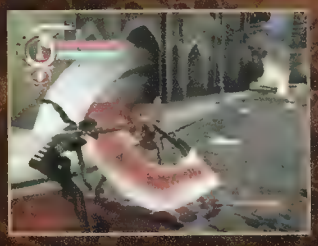
Use the Harpoon to set the truck on fire and damage the thugs guarding it, and then fight whoever survives the explosion. You can shoot the truck to make it explode, burning the nearby thugs. This will get you more Carnage points. After the truck's guards are toast, the Dhampir descends to fight again in this dark alley.

DHAMPIR

BOSS FIGHT

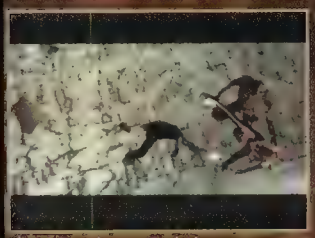
This is the final fight of this section, and you must survive it to move into the tunnel and continue the game. This time the fight with the Dhampir isn't just for bragging rights. It's to the *death!*

The difficulty of this fight is that the Dhampir's minions keep coming and coming, constantly forcing you to break away from the main fight to deal with them. While this can be distracting and dangerous, these minions also let you feed and replenish your heath during this tough battle. Use Dilated Perception to make the fight easier.



Use whatever you've got, including Rayne's guns!

Time to move to the next section: Union Station.



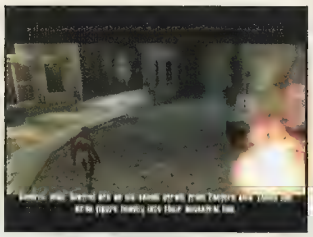
The Dhampir lies vanquished.

ACT 3 UNION STATION

Now that Zerenski is down, it's time to move deeper into the game by going to the abandoned Union Station. This entire section involves a battle between Rayne and the Kestrels. There are plenty of battles and all kinds of difficult acrobatic movements to chain together in order to move safely through this area.

ABANDONED TRAIN BAY

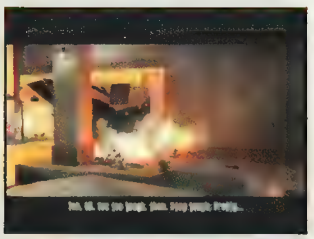
The Abandoned Train Bay is the lower level of a vast structure. Rayne must first find her way through the area, destroying the waves of enemies that come at her. Then she must find a way to get to the top of the Train Bay and use her acrobatic skills to swing across to the Shopping Center.



EXPLORE THE STATION

This mission begins in a series of narrow staircases and ruined rooms. Move up the staircases to the Train Station. Move up to the train car across from the burning barrel, and then board the car.

Inside the train car, a pair of thugs attack. Take them out with extreme prejudice, then exit the car at the end and move through the area. The Kestrels plant explosives that destroy the exit to this room, leaving Rayne no choice but to fight her way through the train station and find an alternate route out.



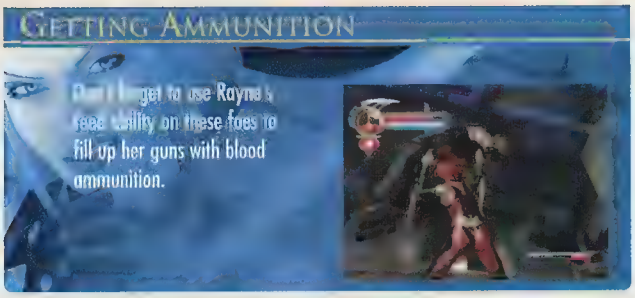
STREAMING MINIONS

The [illegible] area [illegible] swarm in like a swarm of bees. Get up to the Kestrel, who's running the show from a walkway above. But before trying [illegible] that leave Rayne vulnerable to gunfire attacks, clear out nearby enemies first.

FIGHT THE KESTREL

There are no shortages of enemies in this sizable area, so be prepared to fight to the death with a large number of foes. Use a combination of Harpoon, guns, and melee tactics to subdue the enemy forces. Fight off the enemies enough to get at the Kestrel, then wear her down enough that she runs.

The main goal is to fight the Kestrel.

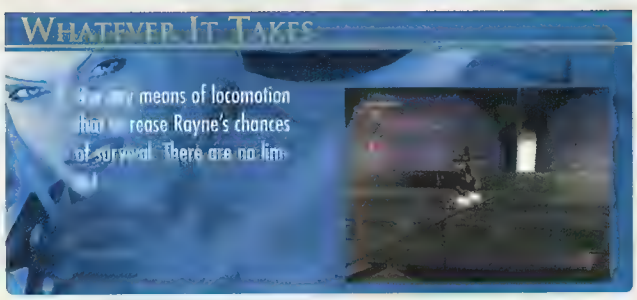


Fighting the Kestrel is tough because she's quick, but concentrate on stringing together kicks with blade attacks for greater success. The key is to keep an eye on the other enemies as they move in. Use Rayne's guns and Harpoon to keep the other enemies away.

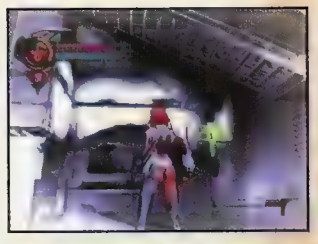
The Kestrel flees to the walkway up above.

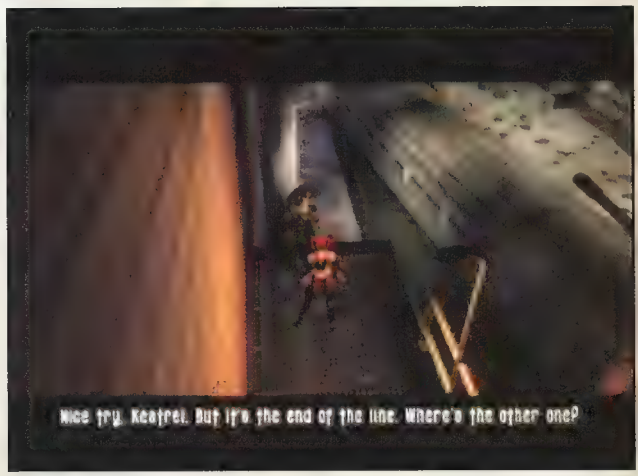
FOLLOW THE KESTREL

Once the Kestrel's health is reduced to about 25%, she hops up on the train car and makes a run for an upper walkway. Before Rayne chases her, make sure that her minions are trimmed back so they don't take potshots at Rayne while she's vulnerable.



If you lose lose sight of the Kestrel, use Rayne's Aura Vision to see the green objective logo. The poles Rayne must swing on glow in yellow. Use these poles to get up to the walkway where the Kestrel waits.

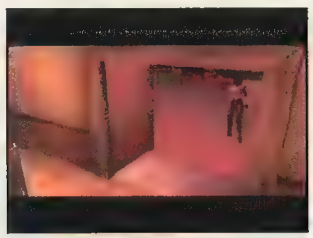


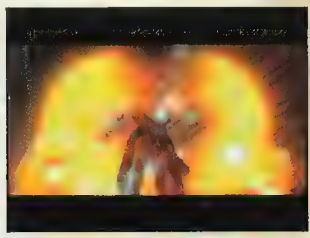


You meet again!

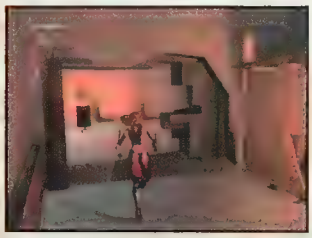
GET TO THE SHOPPING CENTER

After Rayne talks to the Kestrel, a door across the train bay opens. Jump down and move across the tracks to the doorway, then go inside to continue.





Move through the rooms slowly, keeping an eye open for the enemies who lie in wait. Most of this combat is close-quarters stuff, but use your Harpoon to toss some of the enemies aside. There are places in the environment to impale enemies to gain Carnage points.



It's tight in this area, but the Harpoon can still be useful.

AVOID THE SPRINKLERS

After fighting through a few rooms, you'll come to a long room with a set of three ceiling sprinklers spraying water. These sprinklers will cause damage to Rayne! Do *not* let her get underneath them, or she'll take heavy damage and smoke will pour off her body.

Unfortunately, the sprinklers aren't the only thing to worry about in this room. There's also a mounted machine gun to avoid as well. To avoid the sprinklers, jump up and over the boxes, keeping to the side of the room away from the sprinklers. Then use the Harpoon to dislodge the enemy from the gun and rush the position.

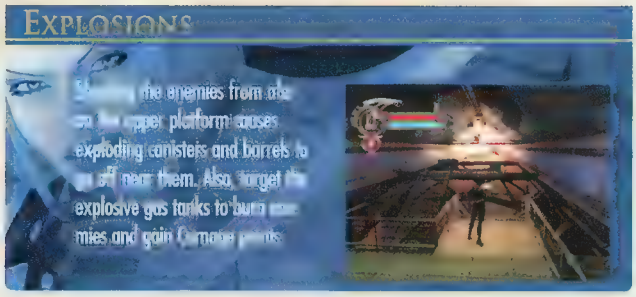
We don't recommend a suicide jump through the sprinkler to the machine gun emplacement, unless you're feeling frisky.

GET TO THE UPPER PLATFORM

Once the sprinkler area is cleared, move up the stairway. But beware, because there's another machine gun emplacement at the top of the stairs. Move through the rooms, fighting the enemies until Rayne gets to the metal staircase going up.

Jumping at the machine-gunner quickly is the best course of action.

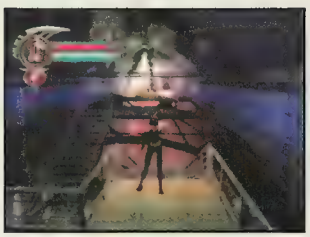
Climb the metal staircase into the upper area of the train bay. Several enemies attack, so don't hesitate to toss them off the staircase. Keep climbing the stairs to the top. Shoot at the enemies on the far side of the bay, then swing over to the upper platform.

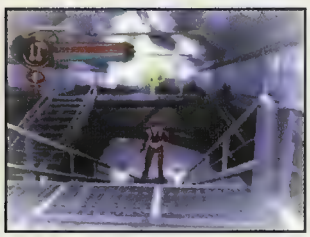


USE ACROBATICS TO GET TO THE SHOPPING MALL ENTRANCE

At the upper platform is one enemy to fight (if you haven't already shot him from afar), but more enemies are firing from both the front and the back. This is an excellent time to break out the guns!

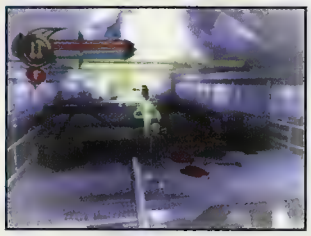
This is the upper platform.



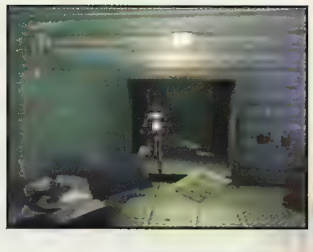


A quick look in Aura Vision shows where to go.

From the upper platform, jump from the descending staircase to the adjacent ascending staircase. Don't double-jump, or Rayne will overshoot it. Just make one clean, single jump. From this platform, use the poles to swing/jump across to the exit on the far side. If you fall, use the fallen catwalk to quickly get back up.



Move through the open doorway, jump down the ventilation shaft, then follow it along until the Kestrel appears. After a short cutscene, move down the ventilation shaft and jump down to enter the next area.



ABANDONED SHOPPING CENTER

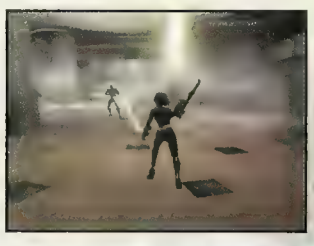
The Abandoned Shopping Center is filled with very nasty enemies, and it's the heaviest fighting yet. Fortunately, there's a Secret Vampire Lair to be found if Rayne is in Aura Vision at the right time. (Don't worry, we'll tell you when.) This area also includes lots of places where Rayne can toss enemies over railings with the Harpoon.

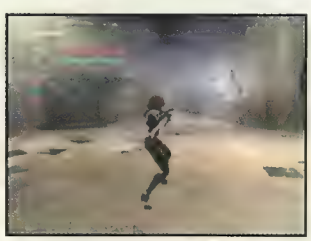
EXIT THE TRAP

A Kestrel taunts Rayne before leaving her trapped in a room with a never-ending supply of enemies.

This area starts with a trap!

The exit to this area is blocked by a metal mesh grating that must be raised. Notice that there is a sparking electrical box on either side of the exit gate. You must toss an enemy on each box to complete the circuit and raise the gate. Toss enemies onto the electrical boxes to gain Carnage points.





An enemy on one of the two electrical boxes.

Things can get hairy in this area!

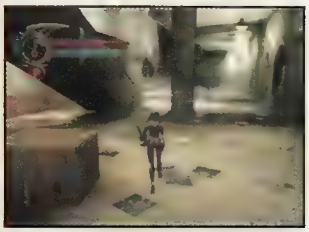
Blood Rage

To raise the gate high enough to exit, get enemies on both boxes at least twice (the gate raises slowly once the circuit is complete). Once the gate is high enough, run out of the room and into the shopping area.

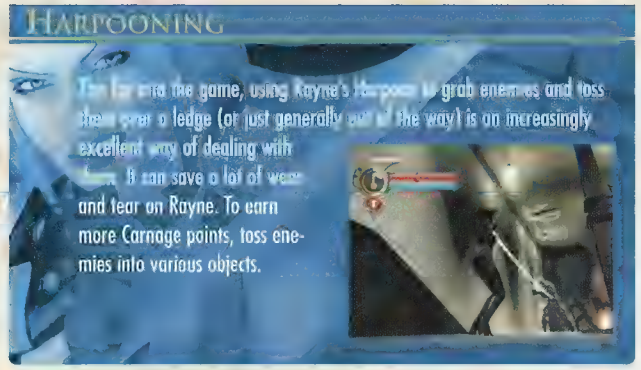
This is high enough to escape.

FIND THE VAMPIRE LAIR

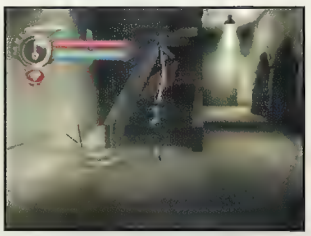
Rayne is now in the shopping area and must make her way through a series of dark and eerie rooms to get to the escalator that leads up. Fight through the enemies, being careful not to get surrounded in the small rooms. At the escalator, use a Harpoon to toss the enemy that descends toward you. Keep moving up!



Harpooning



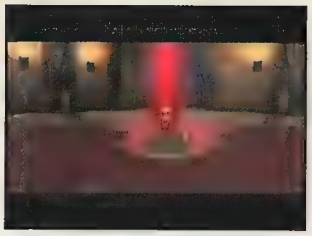
At the top of the first escalator, take out the two enemies, then move across the area to the second escalator leading up. There's an enemy coming right at Rayne, sliding down the escalator on a door. The Harpoon does a nice job of ruining this guy's day. Then proceed up the second escalator.

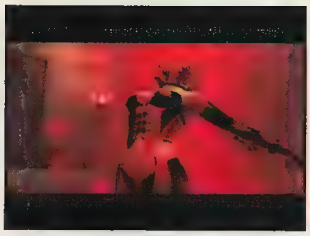


Note the enemy on the right, who was just flung off the edge by a Harpoon thrust.

ENTER THE VAMPIRE LAIR

The Vampire Lair is in the room to the left after Rayne climbs the second escalator. Switch to Aura Vision to see it. The great thing about the Vampire Lair is that it completely refills Rayne's Health and Rage meters. Something she probably needs right about now!

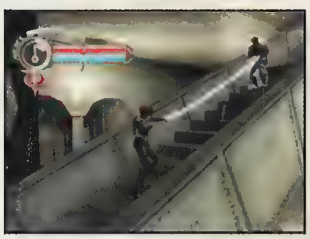




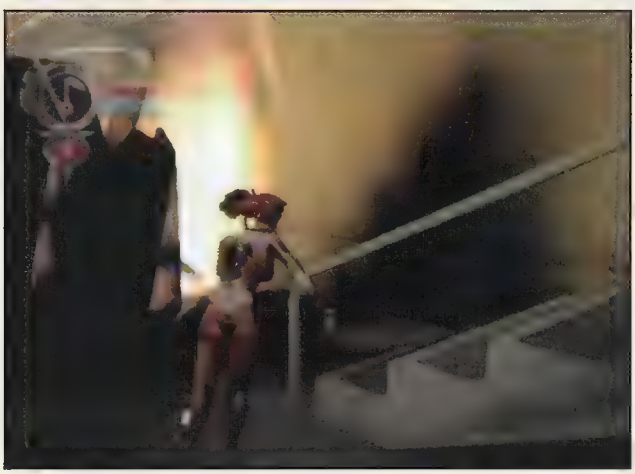
Rayne gets replenished inside the Vampire Lair.

EXIT TO CLUB STRAGES

Leave the Vampire Lair and move around to the exit door. Go to a hallway with some vending machines in it and an elevator shaft at the end. Drop down the elevator shaft, then get ready to do some fighting in the hallway beyond. Once the enemies are dead, move up the staircase and go down the hallway. Get ready to fight some more. The Harpoon can take out the first one or two foes as they approach.



Keep climbing up the staircases, fighting the enemies along the way, until Rayne gets to a room with a metal staircase and two thugs on it. Slice these foes in half, then move onward.



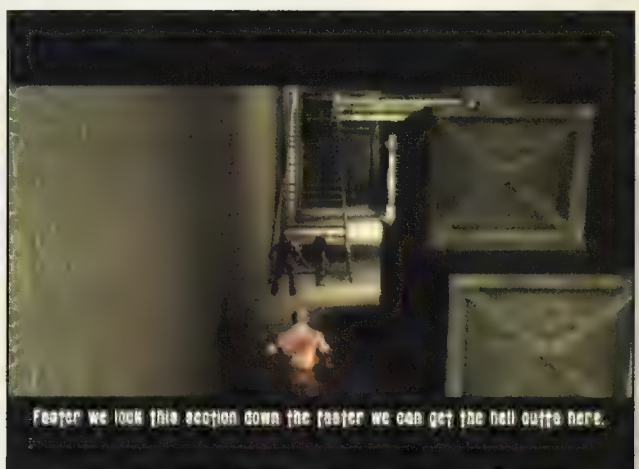
As Rayne approaches the upper room that overlooks the factory floor, a short cutscene shows the enemies wondering where Rayne is. Move into the room and slice them to ribbons. Then jump out of the window across to the nearby walkway and continue on.

Make a jump across to the platform on the right.

CLEAR THE WALKWAYS

This is a series of walkways crisscrossing the upper area. There are enemies on most of the walkways, and their distance makes the Harpoon and melee attacks impractical. Use the guns to take them out before they fill Rayne with lead.

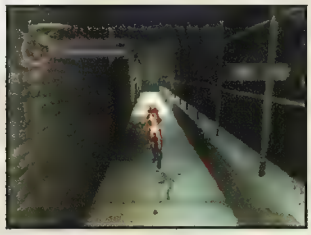
The exit is down a staircase on the far side, which is guarded by several enemies with boards in their hands.

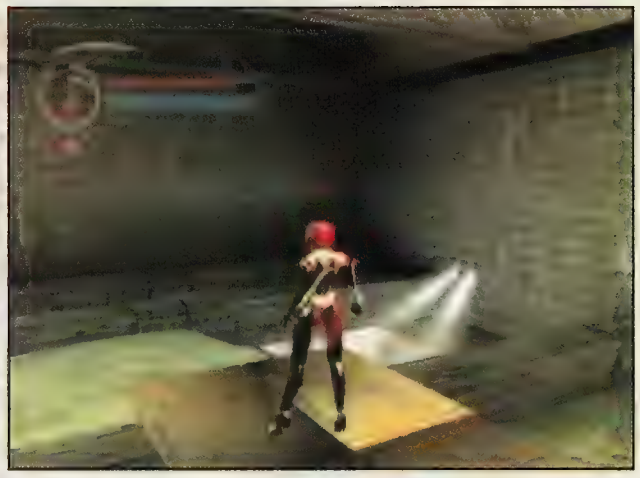


The staircase out is well guarded.

EXIT TO CLUB STRAGES

Ride down the rail on the staircase and slice the enemies into pieces as you descend. If there's anyone remaining, have some lunch. Then move to the exit and follow the walkway into a room with a vent. Drop down into the club.





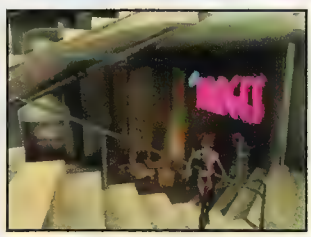
Drop down this vent to get into the club.

CLUB STRAGES

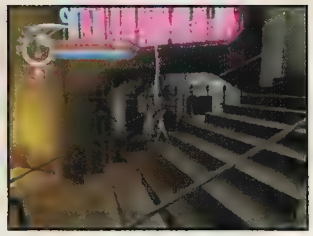
This is the final area in Act III. Club Strages presents some very challenging puzzles and battle situations, as well as waves of enemies like never before. If Rayne can survive the onslaught of enemies in this area and climb to the top of the club, she's treated to a fight with Ephemera, Rayne's sister.

GET TO THE DANCE FLOOR

This area begins in an abandoned portion of the nightclub. Move along to the clock tower area, fight the enemies, and then proceed down the stairs to the area with the neon Club Strages sign.



Use the Harpoon to pull down the sign. The ensuing fight is a tough one, so use Dilated Perception or Super Speed to fight off the enemies. Once the battle is done, move to the dance floor.



Dilated Perception or Super Speed comes in handy in this situation.

This way to the dance floor.

ESCAPE THE DANCE FLOOR

Once Rayne enters the Dance Floor, she's trapped by a Blood Field. Enemies continually flow into the dance floor area and attack. The trick is to flip an enemy up onto each of the four speakers in the corners of the dance floor. This breaks the Blood Field. The problem is that enemies only stay attached to the speakers for a short time, so work quickly. By hitting the speakers with enemies, Rayne will earn Carnage points.

DANCE FLOOR EXIT

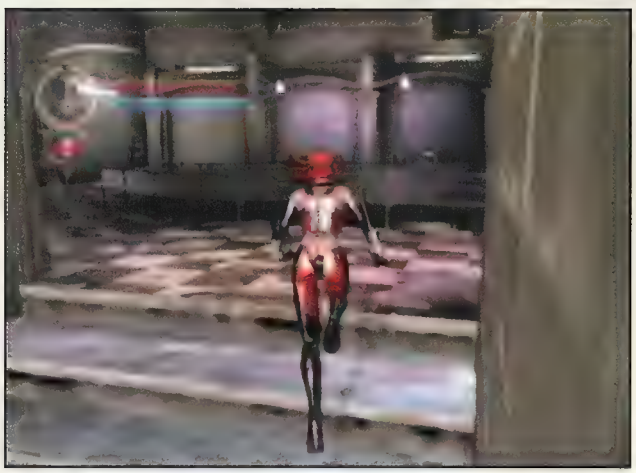
It's best to run around the [illegible] enemies to appear. Then toss each one into a different corner. If there are only three enemies, Rayne may get three of the four speakers but won't have an enemy to toss up to the fourth one.

FIND A WAY TO THE CLOCK TOWER

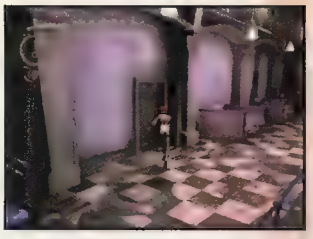
Once the Blood Field has been broken, clear out the rest of the dance floor area and then exit. Note that there are a couple of enemies behind the bar. Use the Harpoon to pull down the heavy speakers on top of them! Or, shoot the speakers down to gain Carnage points.

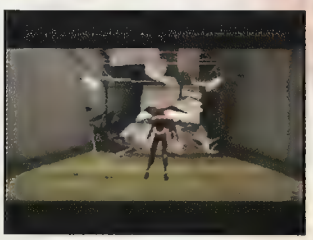
Use the Harpoon to crush the enemies.

After clearing the dance floor, move up the stairways to the second and third floors of the club. Along the way several foes come straight at you, but a quick Harpoon blast and a toss over the railing makes short work of all of them.

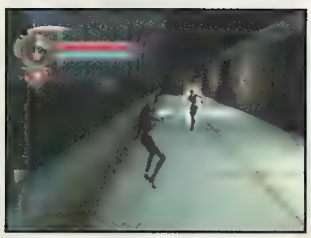


On the third floor is a doorway that leads to a room with two enemies. Use Aura Vision and the Harpoon to pull down the roof and create a way out.



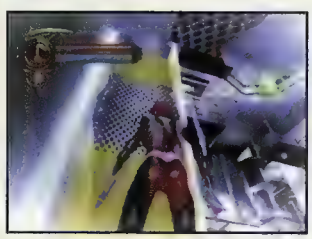


Follow the walkway, taking out the three enemies that approach. Then jump down at the far end and enter the Clock Tower area.

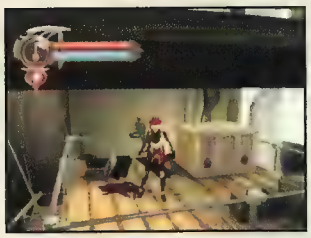


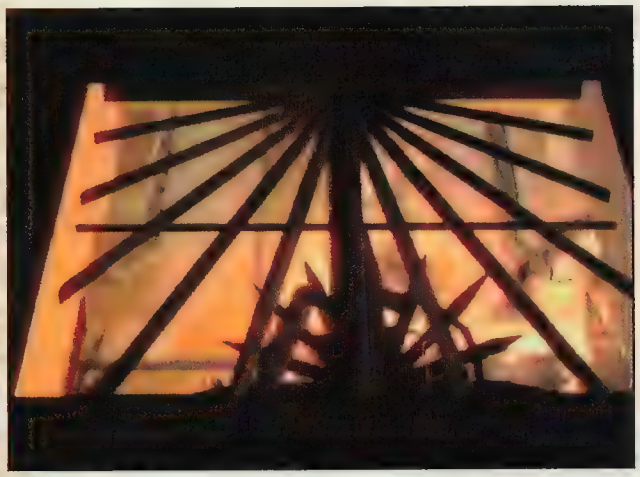
ASCEND THE CLOCK TOWER

Use Aura Vision to see the wall-jumps necessary to climb the tower. Ascend to the platform level.



Shoot the enemy on the platform, then jump over to the platform itself. Knock over the set of explosive tanks to cause a rather significant explosion below.



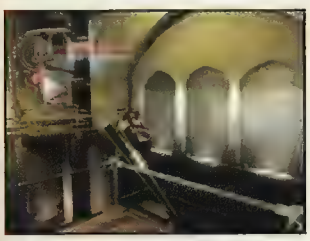


Knock over the tanks to see this explosion.

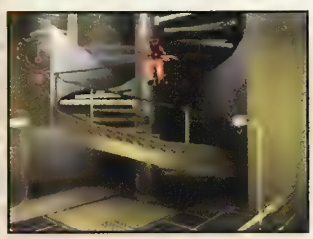
RESPAWN

If Rayne falls off the platform and dies, she respawns next to the platform again.

Use the grind rail to get down from the platform to the walkway with the parallel bars. Then use those bars to swing up to the walkway with the staircase.



Jump onto the spiral staircase and follow it up to the hallway above. There are a few enemies in this hallway, so it's a good chance to feed and recharge Rayne's ammunition.

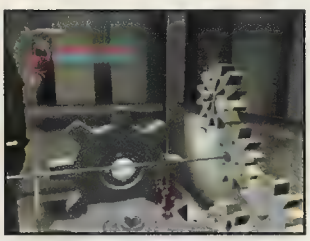


A good time to recharge Rayne's ammunition.

ASCEND THE CLOCK'S GEARS

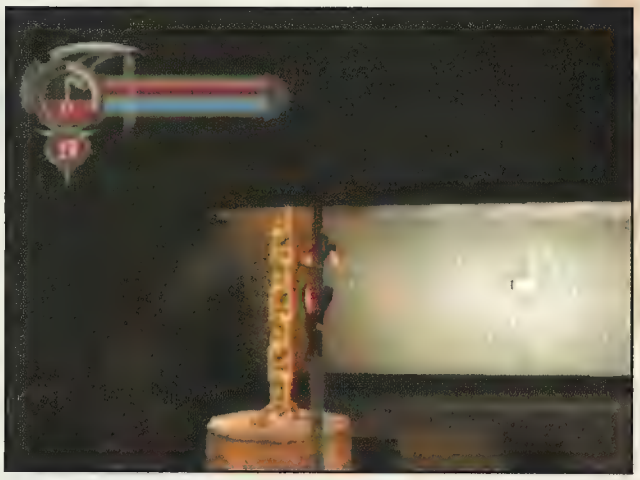
This stairway leads up to the clock's gear room, which has several more enemies to fight. Use Blood Rage to speed things up. Clear out the enemies, and then climb the stairs up to the gear area.

It's tricky to climb up safely through the fairly complex gear system. Start by using Aura Vision to find the pole to ascend, and then climb up it. From this first pole, jump on the gear below, jump up to the pole above, then flip off the pole above and flip onto the next gear.



Now hop over to the adjacent gear, and hop up to the series of poles above. Make two forward pole jumps, turn, and jump up in the opposite direction.

Use Aura Vision to see which poles to jump to.



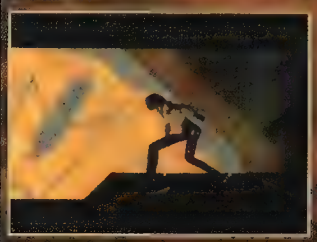
Jump from this pole to the chain.

Keep ascending the poles one at a time. Don't rush this section. There's no pressing need to be quick about it. Just take your time and assess where the next jump needs to be.

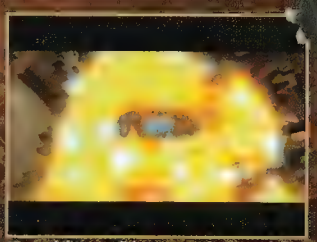
EPHEMERA

BOSS FIGHT

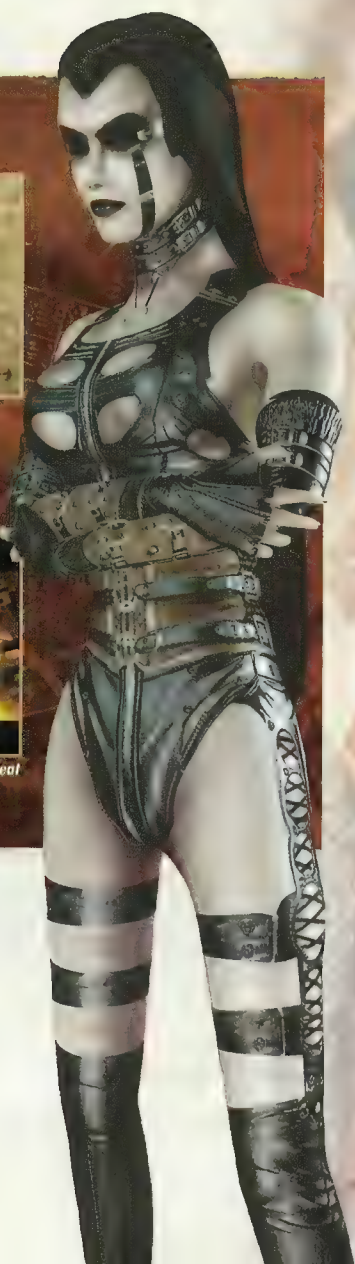
Now Rayne must fight her sister, Ephemera. She's *very* fast and can rip Rayne apart very quickly. Use Rayne's Blood Rage and Dilated Perception powers to tilt the scale in her favor during this battle.



When Ephemera gets close, hit her with a couple of kicks to put her off-balance. Then come back with Blood Rage and a few blade shots. Once her health falls down to about 35%, the battle ends! Players can avoid fighting Ephemera entirely by constantly moving around. Eventually, the clock tower will collapse by itself.



More abilities will be yours when you defeat Ephemera.

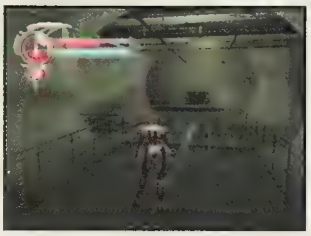


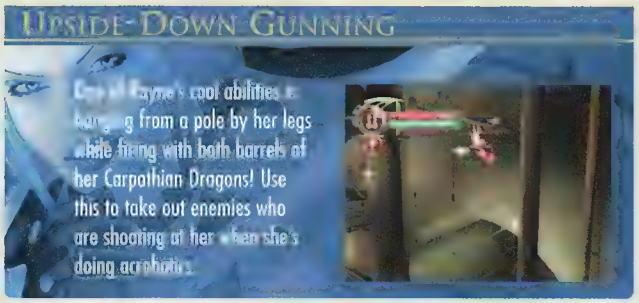
ACT 4 SEWERS

You're now heading into the rather foul sewer section. Sewers tend to have a fair bit of water. Vampires and water don't mix. Always be aware of where the water is wherever you go in the Sewers. The end of this section is a fight with Slezz, a very challenging boss indeed.

ACCESS TUNNELS

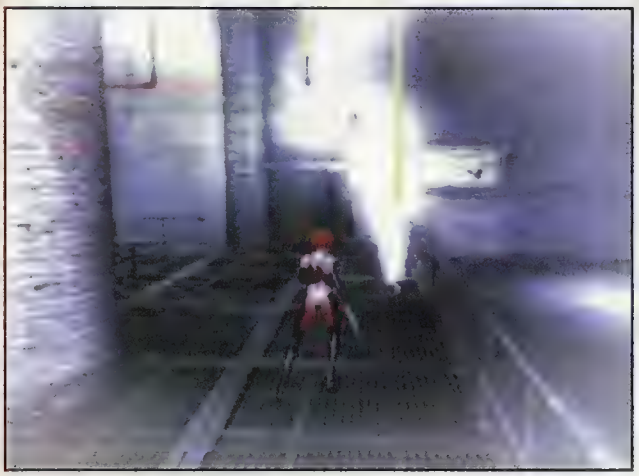
This area is a winding complex of tunnels, gates, sewer pipes, and waterways. There are plenty of enemies, and more than a few of them have machine guns at their disposal. Work your way through the area to find and disable two huge water pumps. Fortunately, there is a Vampire Lair along the way.




Upside-Down Gunning
Combine Rayne's cool abilities with hanging from a pole by her legs while firing with both barrels of her Carpathian Dragons! Use this to take out enemies who are shooting at her when she's doing acrobatics.

EXPLORE THE TUNNELS

Rayne is standing in a large sewer tunnel, having a conversation with Severin and complaining about the odor. Move into the tunnels and ready the Carpathian Dragons. Turn the second corner and meet up with an enemy. Destroy her and then survey your surroundings. The path is blocked, so use Aura Vision to find a way out.

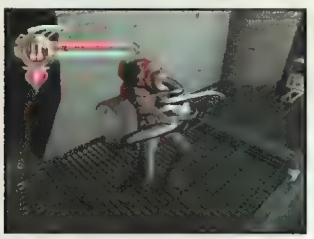


Aura Vision shows the poles to climb up on.

Climb up the poles and then hop onto the horizontal poles. Before you start swinging, break out the guns and take out the enemy that's standing on the platform.

FIND THE PRISONERS

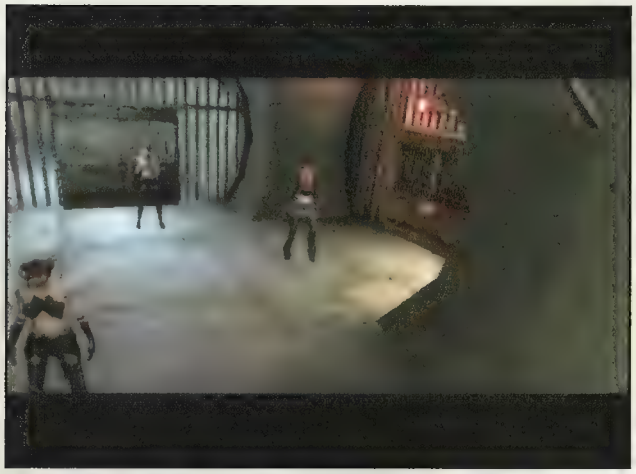
Proceed down the stairs and through the open gate into the tunnels. There are a few enemies to dispose of along the way. Follow the tunnels to a grid-like room with two large fuel tanks against the far wall. Don't shoot the tanks yet. Instead, move to the right of them to trigger a short cutscene in which some human prisoners are being herded.



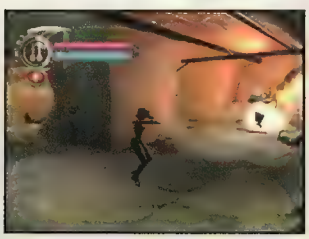
The two fuel tanks explode when shot, but it's better to wait until there are enemies nearby to earn Carnage points.

DESTROY THE ATTACKERS

A group of female enemies enters the area with one purpose in mind—to destroy Rayne! Take them out, and blow up the fuel tanks while your foes are close to it to speed up the process. Use the Harpoon to throw enemies into fuel tanks and welding equipment. This nets more Carnage points for Rayne.



The fighting in this area continues for some time, but subsides after three waves of enemies. Use the enemies for both food and ammunition replenishment during the battle. When it's over, continue deeper into the sewers.



BARRIERS

Whenever there's a large post or other such object to use as cover, use it. Buy a little time during combat.

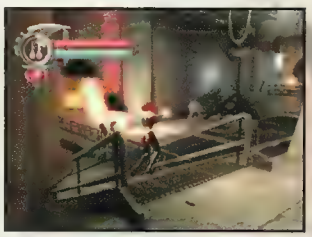
TRACK THE MINIONS ON THEIR SMUGGLING ROUTE

As you clear out the last few enemies in the fight, one last foe opens a door. Move to this door, kill the enemy, and proceed into the tunnels. Move though them to a staircase with an enemy at the bottom. Three choices here: Walk down the stairs, grind down the rail, or smash the wooden support beam that's holding up the pipes to the right of the stairs. This causes the pipes to roll down the stairs and take out the enemy below.

Slash the wood that's holding the pipes to the right of the stairs to crush your enemies and earn Carnage points.

OPEN THE METAL GATE—DESTROY FUEL TANKS

As you descend the stairs, move carefully because there is a machine gun mounted behind some sandbags to the right. Break out the guns and make a running attack on the gunner's position, being careful not to fall into the water along the way. Or, you can pull down the pipe above the turret gun to take out the gunners manning the gun.



BEWARE THE WATER

Remember that water will damage Rayne severely. In this room there's a [illegible] on the back wall that will destroy Rayne in a jiffy, and falling into the canal in the center of the room isn't a good idea either.

Take control of the machine gun and fire it on the two large fuel tanks on either side of the waterfall. Also use the machine gun to take out a horde of oncoming enemies.

Destroy the two fuel tanks to open up the wall-jump area by the waterfall.

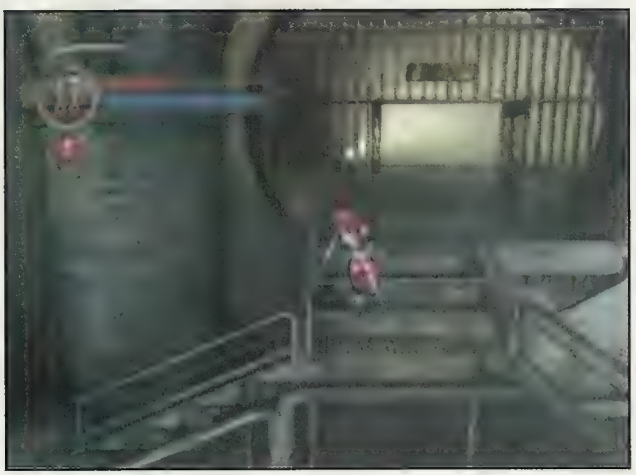
Climb up in front of the waterfall by doing wall jumps from side to side, but beware of the water in the back. If Rayne slips into it, she'll take significant damage! At the top of the waterfall are still more enemies waiting to end Rayne's day prematurely.

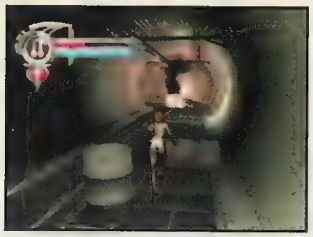
CLEAR THE LARGE ROOM

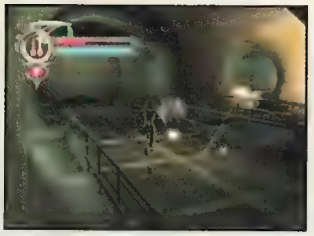
Move along the ramp and around the left corner into the large room with stone columns. Several waves of enemies attack, some with guns, some with clubs, and some who're sticking to hand-to-hand combat. There are some exploding drums to shoot (use them to kill punks and earn Carnage points), but you have to fight it out foe by foe, feeding whenever necessary. Make sure you target cycle to lock onto the drums.

DISABLE THE MACHINE GUN

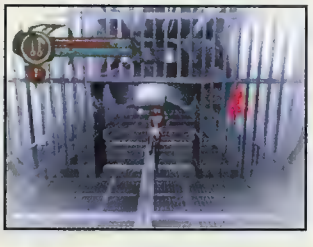
Leave the large room and move down the tunnels to a gridlike area with a machine gun that's covering the walkway. Use Dilated Perception to get up to the machine gun nest and take out the enemies there. Taking out the gun is priority #1, and getting there without being shredded is a close second!







Take control of the Machine Gun and use it on the enemies who are chasing Rayne. Then follow the long hallway to exit the area. Move along the corridors to the grind rail.



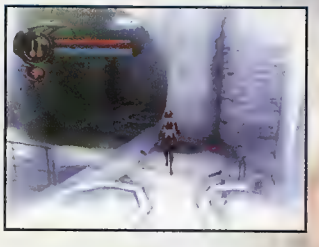
GET TO THE VAMPIRE LAIR

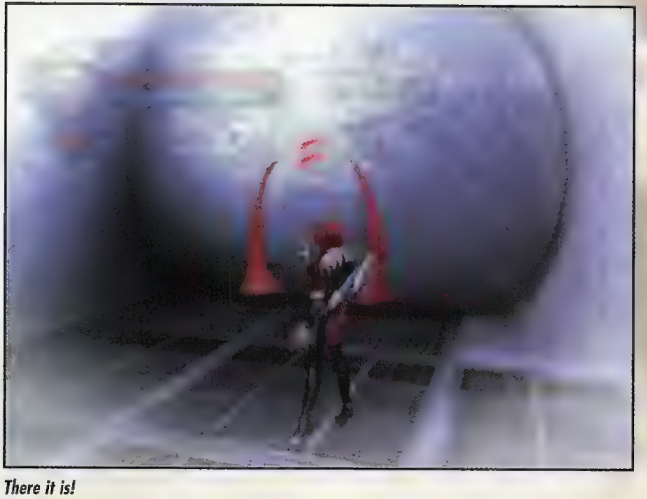
Use Aura Vision to see the grind rail if necessary, and ride it down into another area that's guarded by a machine gun. Grind down and then move quickly from pillar to pillar to avoid getting shot. Then use Dilated Perception to get up to the nest and take out the enemies there.

FIREPOWER

Anytime you see a machine gun in *BloodRayne 2*, usually it can be used to make quick work of a large number of enemies. So don't just run past these weapons of mass destruction. Use them!

The Vampire Lair is in a small room just behind the waterfall behind the machine gun nest. After the area is cleared away, turn around, switch to Aura Vision, and move carefully past the falling water and into the Vampire Lair.





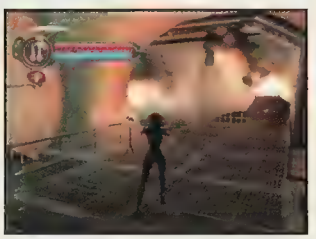
There it is!

Nothing like a good shower of blood to clean out your pores!

DISABLE THE MACHINE GUN

Once the machine gun is under control and you've visited the Vampire Lair, jump over the sandbags, use the two parallel bars to vault across to the pole, and climb up to the upper platform. Be prepared for a shower of gunfire. Follow the walkway to the tunnels that lead to another machine gun nest.

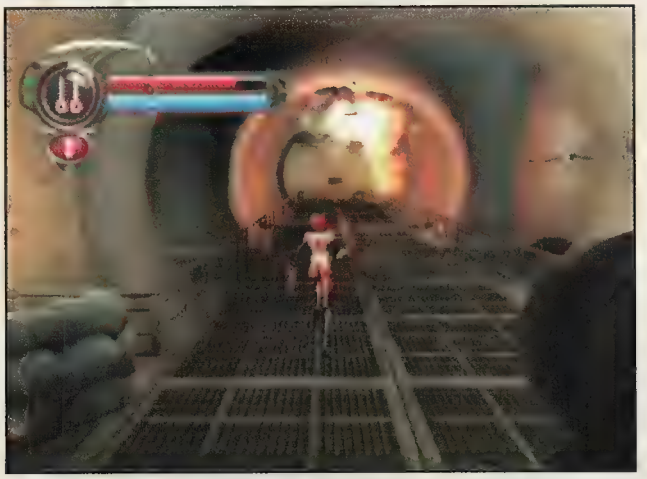
Use Dilated Perception to move up to the nest and disable it. Another possible way of taking the machine gun out is to fire at the exploding fuel tank just behind the nest's position. This takes out the gunner, and anyone else nearby!

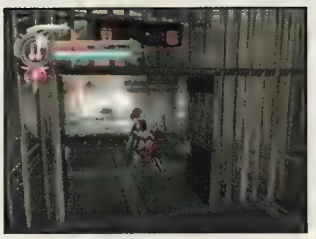


Aiming for the explosive tank is a good idea.

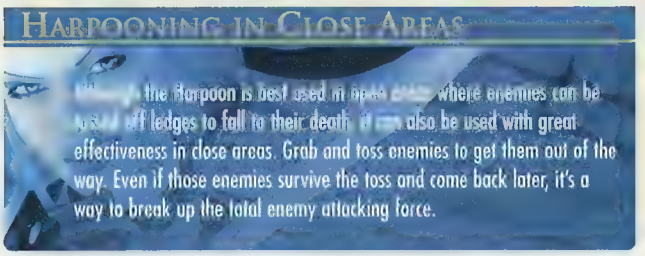
FIND THE WATER TREATMENT PLANT

Once the machine gun is disabled, there are still plenty of enemies to fight. Move through the corridors, taking out enemies as they approach. When you reach the Water Treatment Plant, a short cutscene shows some thugs manning machine gun nests.





HARPOONING IN CLOSE AREAS

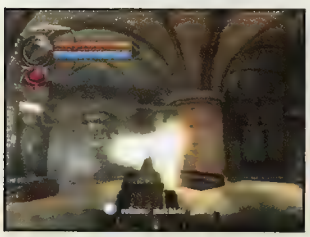

the harpoon is best used in open areas where enemies can be
ledges to fall to their death. It can also be used with great
effectiveness in close areas. Grab and toss enemies to get them out of the
way. Even if those enemies survive the toss and come back later, it's a
way to break up the total enemy attacking force.

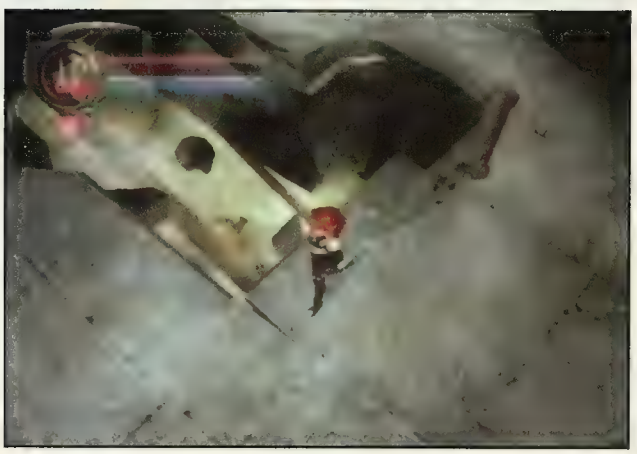
The enemy blows up the tunnel leading to the Water Treatment Plant, blocking Rayne off in a large room with an unfriendly machine gun and a bevy of enemies trying to slice her open. To begin with, get over to a pillar that's out of the gun's line of sight. Then fight off the enemies as they approach.

GAIN ENTRANCE TO THE WATER TREATMENT PLANT

Once the enemies are thinned out, you have to get to the machine gun position safely. The nest is behind a waterway which will kill Rayne if she falls in, and the only bridge is right in front of the gun's line of fire. The best way to get across is to use Dilated Perception and execute a running double-jump over top of the gun's line of fire, and then take the gunner out. Use the machine gun to take out any other enemies in sight. As an alternate strategy, take the hallway to the right to avoid machine gun fire. This leads to the side of the gunner. From this angle, he'll be unable to shoot Rayne.

Once the area is relatively clear, aim the machine gun up toward the two fuel tanks on the pillars above. A falling chunk of debris opens a hole down into the Water Treatment Plant.





Jump down this newly created hole to continue.

DISABLE THE WEST WATER PUMP

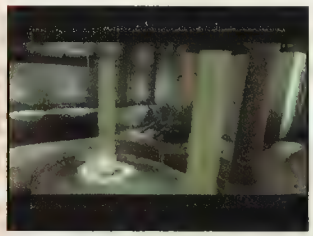
Jump down into the hole and ride down the pipe at high speeds, sometimes passing by enemies. When you see enemies on either side, put out your blades and take them out. At the end of the tunnel, jump off the grind rail and up to the parallel bars to avoid falling into a pool of water. To avoid the steam in the tunnel, jump to the pipes on the right and left.

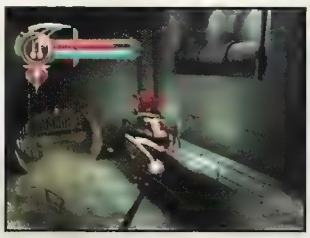
Use your blades as you grind along the pipe.

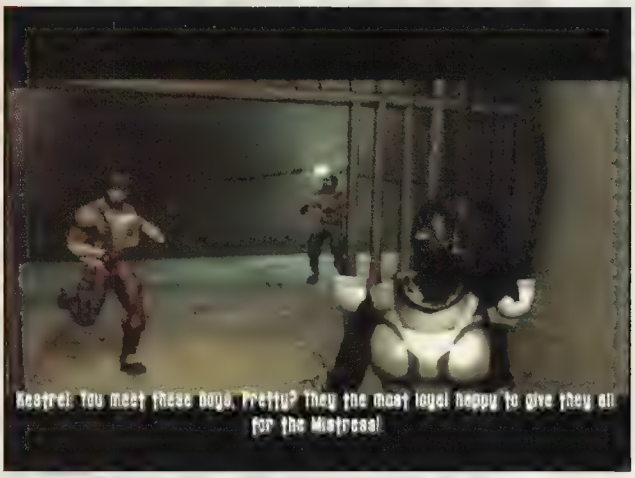
Be ready for the jump at the end of the tunnel. Jump onto a parallel bar, and immediately a pair of enemies below start shooting. Hang down by your legs and shoot the enemies dead, and then swing across and jump down onto solid ground.

GAIN ACCESS TO THE WEST WATER PUMPS

Follow the corridor through a metal door and into the main Water Treatment room. A short cutscene shows water flowing into the area. Move down the grind rail(s) and into the lower area to take out the guards. When the guards are destroyed, a Kestrel introduces you to her "boys," who are suicide bombers!







This is where things can get a little volatile. The Kestrel has an army of suicide bombers!

In order to open the door to the West Water Pumps, destroy all of the waves of suicide bombers. Shoot them and toss them aside with the Harpoon. They move quickly, and you won't have much time to react. Take them all out as best you can, and then the door opens.

Do whatever you can to avoid this!

Suicide Bombers

These enemies are very fast, and they explode with enough force to send Rayne flying across the room. A few direct hits from suicide bombers and she'll be toast for sure!

A close explosion by a suicide bomber does significant damage and throws Rayne across the room.

Both shooting and Harpoon-flipping have their limitations. The Carpathian Dragons have limited ammunition, while the Harpoon can be difficult to get a lock on when two bombers are rushing in.

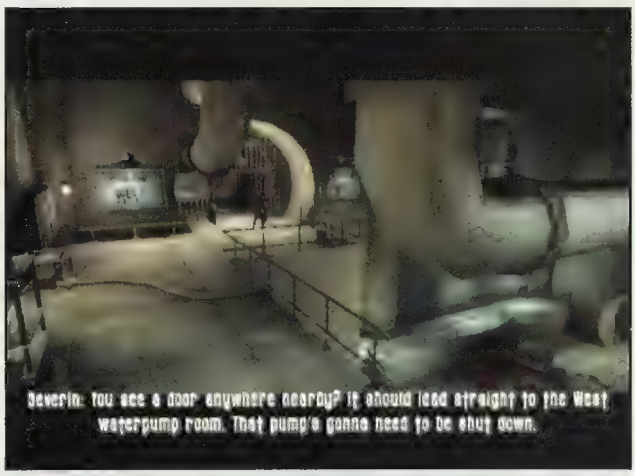
Even with the Harpoon, other bombers are usually too close to get to them in time.

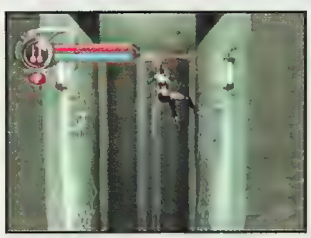
Perhaps the best way to deal with the suicide bombers is to notice the timing of their explosions: They rush up as fast as they can, and then trigger their bombs. There's some good news, though: The bombs take about a second and a half to explode when triggered, and during that time the bomber can't move!

Later in this level you'll actually use this to your advantage. For now, let the bombers get close, and when you see them trigger their explosives, run away. There's enough time to get safely away from each explosion!

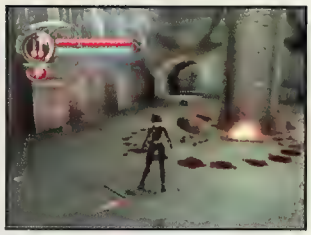
ENTER THE WEST PUMP ROOM

When all of the suicide bombers have been destroyed, Severin gives Rayne a message that a door has opened to the West Pump. Use wall-jumping to get back up and across through the now-open door.


Severin: You see a door anywhere nearby? It should lead straight to the West waterpump room. That pump's gonna need to be shut down.



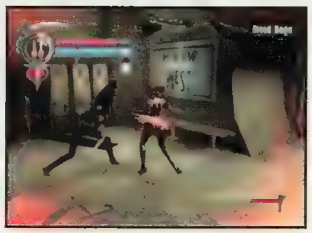
Inside the pump room, a few more of the Kestrel's minions want to fight. Once they're vanquished, move to the level and turn off the pumping station.

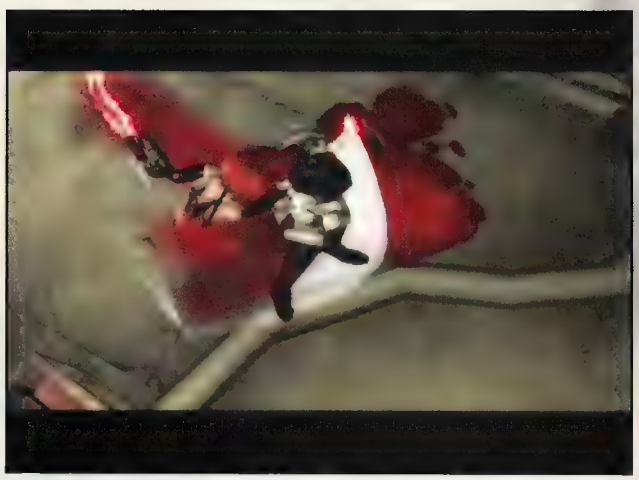


Hit this lever in the West Pump room to complete half of the task.

DISABLE THE EAST WATER PUMP

Back in the Water Treatment area, a Kestrel attacks! This time it's a fight to the death, so be very, very aggressive. Use Blood Rage and go after her with everything you've got. When the Kestrel is dead, Rayne gains another ability, called Blood Spray.

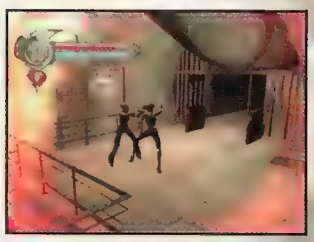




When the Kestrel falls, you gain access to the East Pump station.

ENTER THE EAST PUMP ROOM

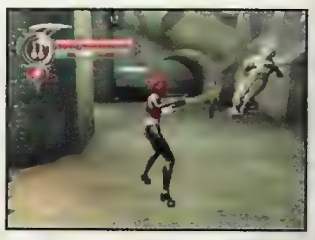
After the Kestrel fight, move through the doors to the East Pump room. A group of enemies destroys the lever, so you cannot turn the pumps off by simply flicking a switch. This time it will be much more difficult.



The enemies destroy the lever.

DESTROY THE PUMPS

The only way to deactivate the pumps now is to throw the suicide bombers into them. Harpoon the bombers and toss them into the pistons to disable the pumps. You can use regular enemies to destroy the pumps, but it takes more of them to do so.



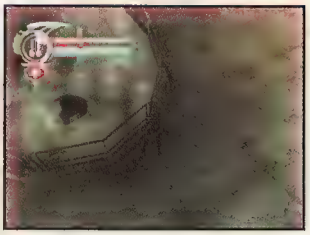
Harpoon these guys into the pistons.

Bombers

Remember that the bombers can't move for a couple of seconds after they trigger their bombs. If one of them triggers his bomb nearby, run. Remember to shoot or Harpoon the snipers on the catwalk.

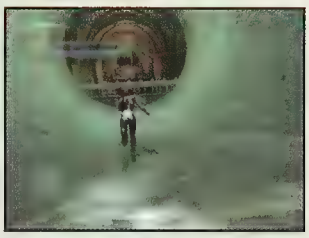
EXIT THE AREA

After the pumps have been disabled, move down to the Water Treatment main room and jump down the large drain, which is now open thanks to the lack of water flow.



SMUGGLING ROUTE

This portion of the Sewers is essentially a chase to get to Slezz, the major boss in this area. This involves a lot of complex situations, like falling catwalks, grind rails that pass through water, and rooms that contain combat puzzles. This area also contains a Vampire Lair not long before the fight with Slezz.



FIND AN EXIT TO THE SPILLWAY ROOM

After you outrun the water, the piece of walkway you're standing on falls into the water and floats precariously. Enemies above immediately start shooting. Use your Carpathian Dragons to take them out, and then use Aura Vision to get your bearings. Shoot the walkways above so that they fall, and jump across them.

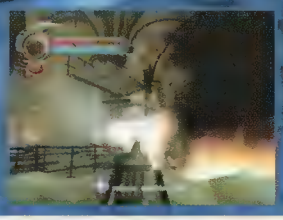
Shoot the walkways to make them fall.

ESCAPE THE WATER

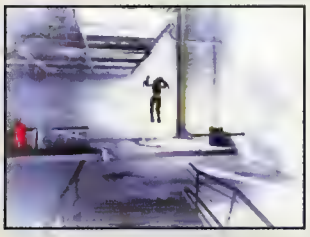
This section starts in a large water drainage tunnel. After a short conversation with Severin, run as fast as possible out of the tunnel before the water overtakes Rayne. At the end of the tunnel, a cutscene begins.

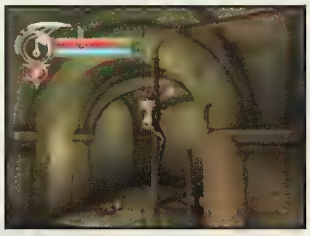
Machine Gun Blues

There's a machine gun in the corner. Use it to take out the enemies above, and to drop the catwalks.

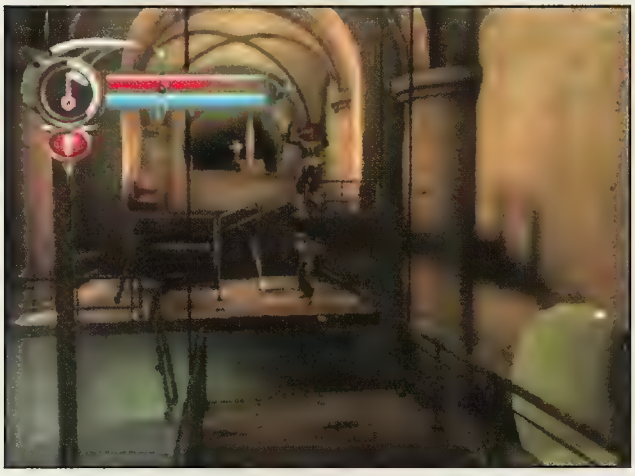


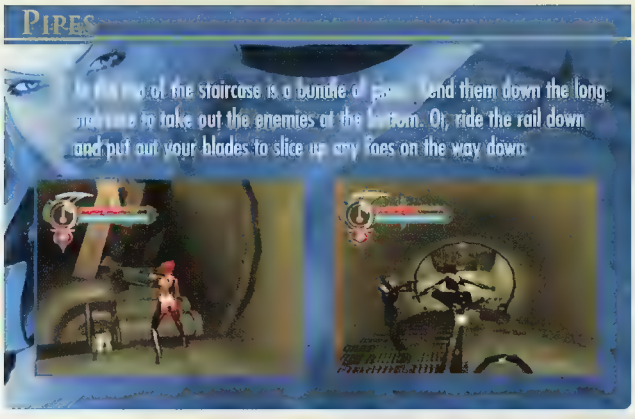
Once the catwalks have fallen, use Aura Vision to see the path to the pipes on the far side of the room. Jump across the catwalks, and then hop on the pipes and climb up and over to the upper walkway.





Carefully jump from platform to platform to get to the exit, where a pair of goons are waiting to fight. Kill the goons and go down the staircase to exit the room.

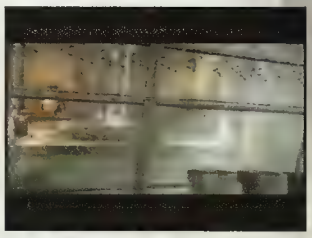




GET TO THE CROSSFIRE AREA

At the bottom of the staircase, a huge creature is ripping apart some humans behind a steel gate. Don't let that distract you, though, because several more enemies attack in the next series of hallways. Eventually you come to a fenced-in walkway that has a machine gun on either side of it, creating a deadly crossfire.

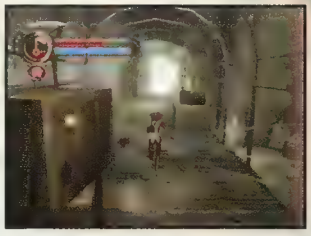
Fortunately, you don't have to fight the huge creature on the other side of this door (yet).



The crossfire area is deadly!

INFILTRATE THE MACHINE GUN AREA

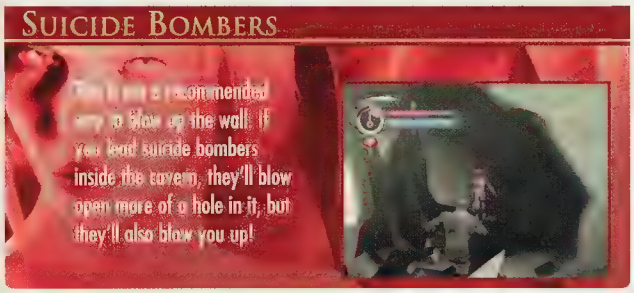
To get past the crossfire area, sprint and jump across as fast as possible. An explosion blocks your path. Move to the right to trigger a cutscene in which a suicide bomber rushes the doorway and blows it open.



USE THE SUICIDE BOMBERS TO BLOW OPEN THE WALL

This area is a puzzle. The wall to the right of the exit has a crack in it. This portion of the wall can be blown away by getting a suicide bomber close enough to it. It takes six or seven explosions to open a passage to the machine gun area. There are two ways to do it:

- Stand by the wall and wait for the suicide bombers to run up. Then, when they trigger their explosives, run away and the bombers will explode by the wall.
- Harpoon the bombers and fling them toward the wall.

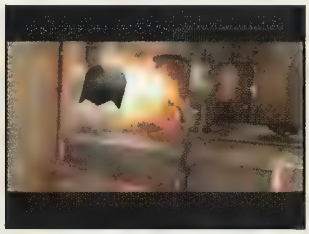


A short cinematic shows the final portion of the wall being blown out. Move into the machine gun area.

Eventually the wall blows open on the other side.

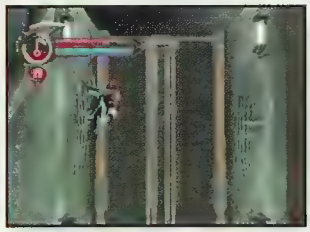
EXIT THE AREA

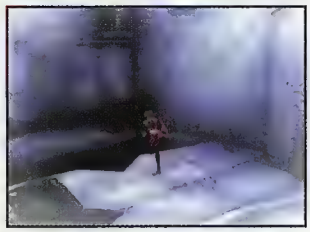
Use the machine gun to take out the enemies in this area, and then aim it at the fuel tank across the room. This causes a chain reaction that blows up large portions of the room and opens a hole in the floor. This is the exit.



Use the explosions to get across the room.

First, however, get across the water to the other side of the room. Wall-jump up to the top of the side you're currently on, and then grind across to the other side and exit through the hole.

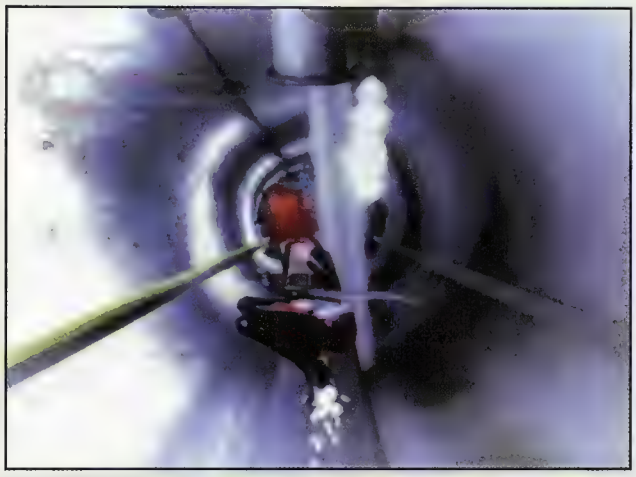




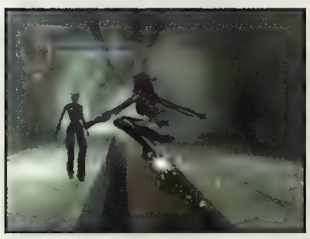
Jump down this hole to continue.

GET TO THE VAMPIRE LAIR

Jump into the hole and grind on a pipe down a long tunnel. There are several water faucets spewing water along the way, so be prepared to jump to another parallel pipe to avoid getting drenched. Use Aura Vision to see your options on the way down. Have your blades out too, because there are several groups of enemies. At the end of the tunnel, jump up to the parallel bar above or Rayne will take damage if she hits the water.

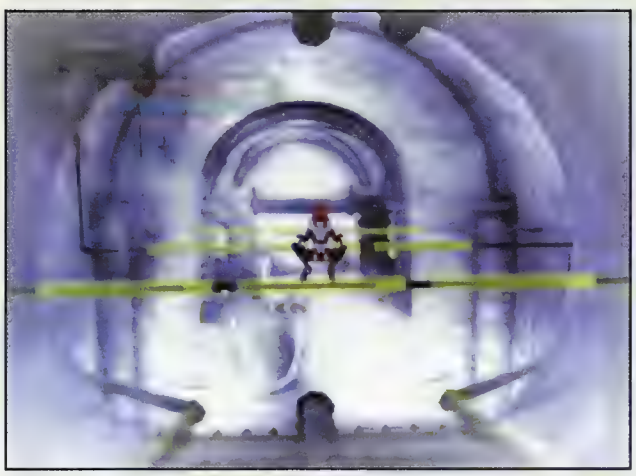


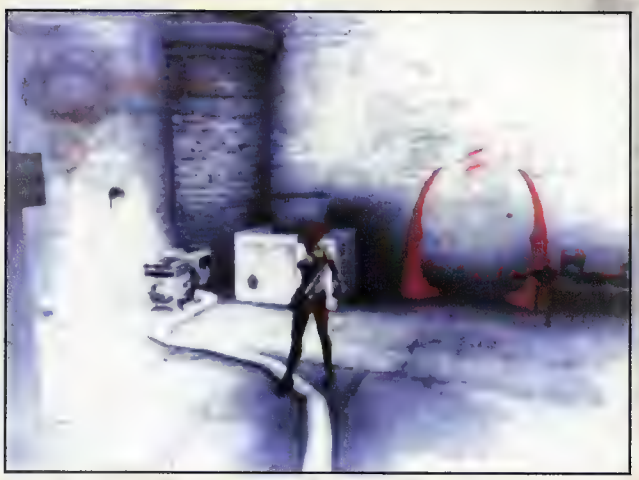
The water coming down the pipe forces you to jump across to nearby parallel pipes.



Jump up on the parallel bar above.

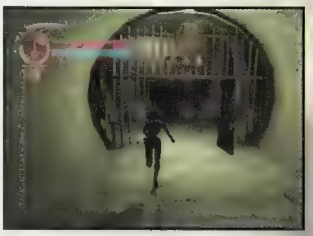
Jump from bar to bar to bar. Then, instead of dropping down to the lower level, jump across to the alcove directly across from the tunnel. Switch to Aura Vision to see the gate to the Vampire Lair.

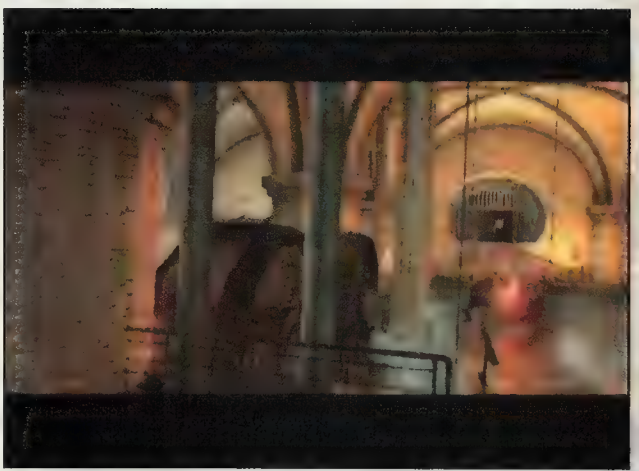




SOLVE THE TURBINE PUZZLE

Replenish your health and rage in the Vampire Lair, and then jump down to the lower level and move down the tunnels. Some enemies will try to drop pipes on you, so stay to the side of the tunnel to avoid the falling debris. As you move into the turbine room, the bridge explodes, taking away your exit path.





Destroying the bridge in the turbine room.

To solve the turbine puzzle, toss female enemies into the turbines to disable them. This causes the water level to rise and brings the bridge with it. There are enemies with guns, enemies without weapons, and suicide bombers all coming at you in this area. Harpoon them and toss them into the turbines one at a time. Then cross the bridge for a face-to-face with a major boss: Slezz.

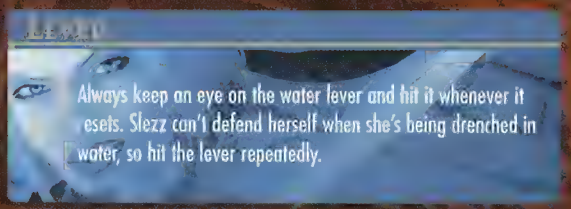
When the turbines blow, the water rises and you can exit.

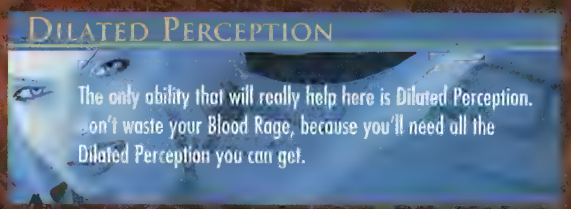
SLEZZ

BOSS FIGHT

Slezz is one tough cookie. She sits in one spot and tosses two main attacks. The first attack is a pair of green acid blobs that blow Rayne back violently and do a lot of damage. Slezz's second attack involves her minions. She summons suicide bombers, picks them up, and throws them. The bombers explode on contact, so they're best avoided. Slezz can also blast a strong jet of air from her wings, pushing you back.

Suicide bombers run out on these ledges, and then Slezz picks them up and throws them.


Always keep an eye on the water lever and hit it whenever it
esets. Slezz can't defend herself when she's being drenched in
water, so hit the lever repeatedly.


Dilated Perception
The only ability that will really help here is Dilated Perception.
on't waste your Blood Rage, because you'll need all the
Dilated Perception you can get.

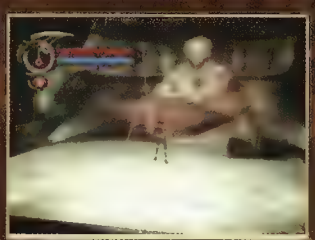
The best position from which to fight Slezz is the small bridge above the lower level of the room. This bridge has a lever that bathes Slezz in water and causes her to flail her arms. When her arms are flailing, they're not guarding her belly. Harpoon the bombers in mid-flight and fling them back at her belly. It takes many explosions to blow her belly open and make her vulnerable.

The lever.

The lever after Slezz throws a suicide bomber at it.

When she's not drenched in water, Slezz guards her abdomen and makes it very difficult to get a direct hit. When the water is flowing, however, Slezz flails her arms and leaves herself exposed to attacks. Stand on the bridge, pull the lever, Harpoon the bombers, and toss them back at Slezz.

Rayne Harpoons a bomber while two globs of green attack acid bear down on her.

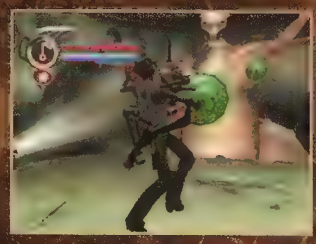


Slezz in protection mode. She cannot be damaged as much when she's protecting her abdomen.

Green Acid

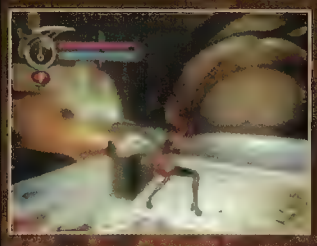
The green globs of acid knock Player back like a feather in a hurricane, but they *can* be avoided. Keep an eye out for them and step aside before they hit. Use Dilated Perception to make it easier.

As if Slezz and her attacks weren't enough, her minions attack from all sides as you toss the bombers at her abdomen. While they're an annoyance, use them to help rebuild your rage, and continue to use Dilated Perception to make it easier to fling the bombers back at Slezz.

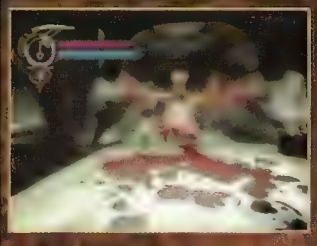


Stay to the side of Slezz's view. It's relatively safe in this area, and if you're fighting with enemies, you might in fact want to move off to the side so that Slezz's bomber and acid attacks can't hit you.

As mentioned before, it's often easier to make accurate Harpoon throws with Dilated Perception. Aim directly at the center of Slezz's belly, and hit it again and again and again.



A suicide bomber approaches in midair.



When Slezz takes enough shots to the belly, it breaks open! Jump down and move inside her belly. Her heart is beating above you. Harpoon her heart, pull it out, and kill her once and for all.

You did it!

ACT 5

WETWORKS

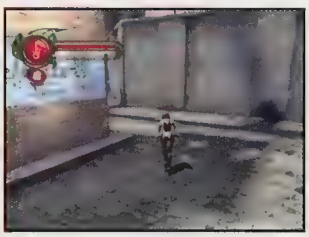
The Wetworks is one of the largest areas in the game, and it takes a while to work through it. Rayne must fight Foremen, large, tough, powerful enemies who require all your fighting savvy. Several portions of the Wetworks also require Rayne to be outside in the daytime. This means following the shadows around the outdoor courtyards or risk being turned into dust in a jiffy.

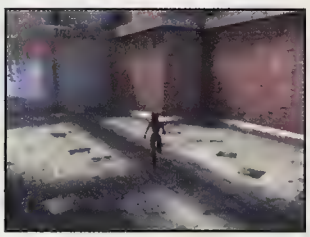
ELECTRIFICATION SILOS

This area contains both indoor and outdoor portions, including some areas that are out in the sunlight. There are also plenty of dangerous areas that are covered by machine gun nests, and more than a few places where Rayne must fight a Foreman. The main goal is to destroy the Tesla coils and exit to the Mess Hall area.

ENTER THE BUILDING

This is a courtyard that's between a series of Wetworks buildings. There are some areas of light and shadow on the ground. Be sure to walk only in the shadows, or Rayne will risk taking serious damage. Move across the courtyard to the doorway of the Wetworks buildings.





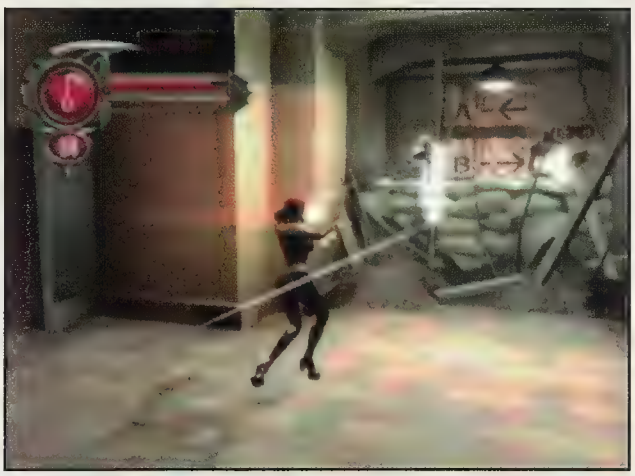
Don't rush in just yet. As you approach, the guards inside lock down the area and man their guns.

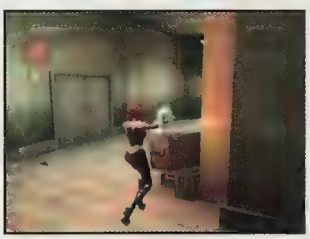
SUNLIGHT

Rayne can move into sunlight for a split second, but if she stands there for more than a fraction of a second, she takes damage.

DISABLE THE MACHINE GUN NESTS

There are several machine gun nests inside the hallways of the building, and they pose problems if you don't take them out first. Approach the doorway and turn left immediately. Run down the hallway and look for a propane canister just around the corner. Shoot the canister. It explodes and takes out one of the enemy machine gun nests. Also, man the other machine gun and take out the other machine gunner down the hall by hitting the propane tanks.

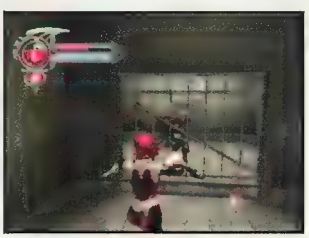




Shoot this propane canister.

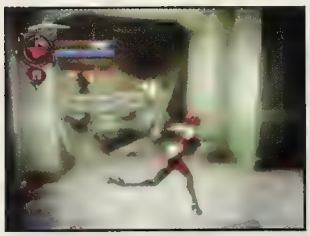
The resulting explosion takes out the guards.

Around the corner is a locked gated door with an enemy on the other side. Harpoon the guard to get him to fall back on the red switch on the wall. A door opens deeper into the building.



The enemy triggers the switch and opens a door.

Now backtrack to the entrance. Use Dilated Perception to get past the machine gun nest, and move down the hallway on the right this time. Loop around the back of the machine gun nest, shoot the propane canister, and watch the enemies burn!



Shoot the propane canister to take out your foes.

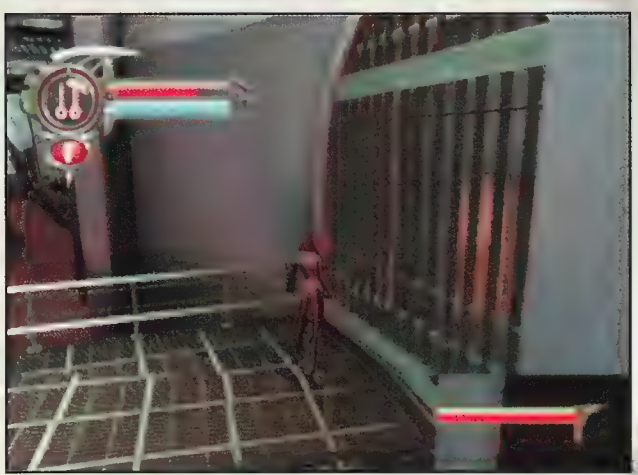
Move past the burned-out nest and follow the hallway around to the right to one of the Tesla coil rooms.

GET TO THE BRUTE

Inside the Tesla coil room is one of the two switches to lower the protective cage around the coil. Soon the room fills with enemies. Harpoon some of them out of the way quickly, and then fall back on Dilated Perception to help take care of the rest.

You can't leave the room without killing every last enemy.

A cutscene shows a Brute breaking loose in the blood pool room. Move through the corridors to take him on.



Trapped in a pool of blood with a huge, rampaging Brute.

DESTROY THE BRUTE

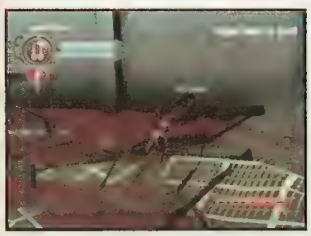
At first the Brute can seem impossibly tough, but there's a pattern to his behavior. The Brute eyeballs Rayne from a distance for a short time, and then he charges at full speed. Do a running jump to get out of the way just before he connects. He continues at high speed until he smashes into either the walkway or the wall. He's stunned and stays on the ground for a few seconds. This is the best time to lay into him!

Get behind the Brute. This is the other good place to hit him.

Run up to the stunned Brute, enter Blood Rage mode, and hit him with everything you've got! When he stands up again, get out of there and prepare for another attack run. Note that there are enemies standing on the catwalks around the room. If the Brute crashes into those walkways, the enemies attack, so be ready for them.

DON'T GIVE THE BRUTE A BREAK

Don't let the Brute lay a hand after he slams into a wall or catwalk. If he's left stunned too long, he'll feed on the blood from punks in the pool and replenish his health!



The Brute will fall eventually.

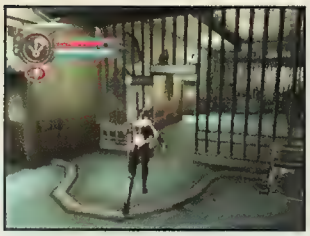
FIND THE VAMPIRE LAIR

When the Brute dies, a door opens on the lower level. Jump to the door, take out the enemy inside (shoot the explosive canister behind him if you want), and start fighting toward the staircase. The enemies in this area all have clubs, so get your kicking shoes on.

When the Brute dies, this door opens.

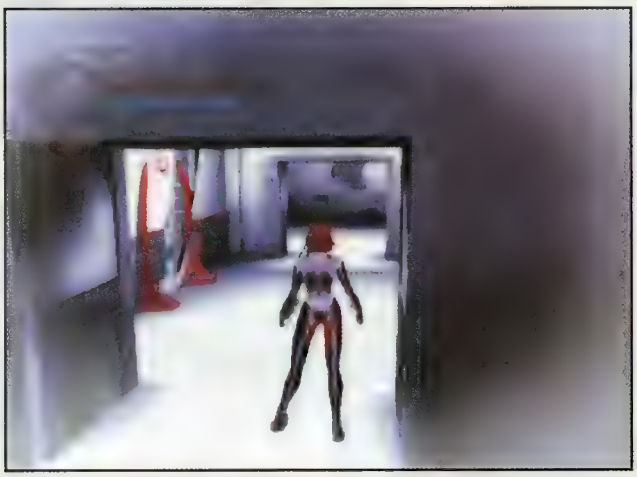
Beware the explosives near the door.

Climb the staircase, fight through the next room, and exit onto the upper walkway that crosses the room at the top. There's a fuel canister on the walkway that you can shoot to take care of the thug that comes out. Move across the walkway and into the rooms beyond. An enemy gunner is using an overturned table as cover. Use Dilated Perception to get on top of this guy and bleed him dry. Then, move through the doorway and out to the damaged walkway.



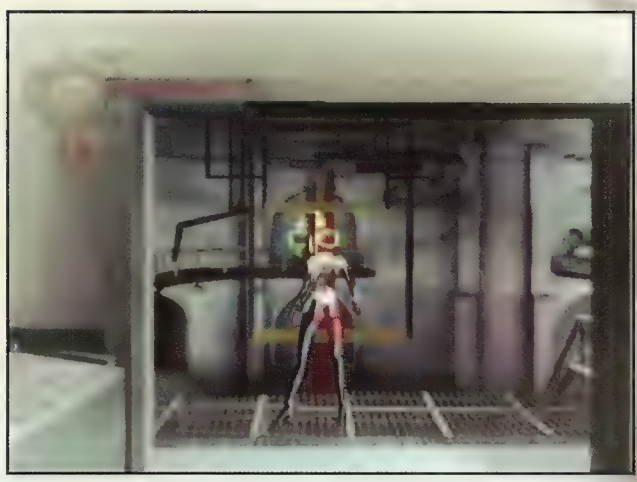
Switch to Aura Vision to see the rails you must grind down to the next area. There is a Vampire Lair nearby, however! Hop up on the broken railing to the right, and then make a double-jump to the room across the way. Then use Aura Vision to see the Vampire Lair.

It's close, but you can stand on the railing.



OPEN LEVEL B TESLA COIL CAGE

Jump down onto the grind rail and enter the area below. Plenty of enemies come at you. Harpoon these enemies and toss them onto the spikes on the walls. This will take out the enemies in one fell swoop, and will save you time and health. Move up the stairs and around to the upper walkway.



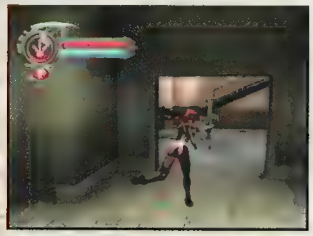
Getting across the upper walkway requires some acrobatics. Use Aura Vision to spot the poles you can jump to, and then work your way across to the walkway on the opposite side of the room. Follow the walkway through the doors.

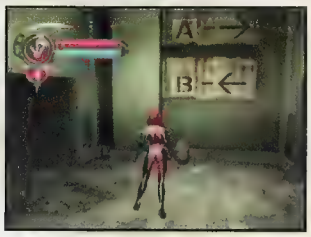
Move through the doorway marked B-2, and then proceed out to the walkway that passes the Tesla coil. Several waves of enemies attack as you cross the platform, so Harpoon as many enemies off the edge as possible.

ABILITIES

Don't forget abilities like Dilated Perception, Super Speed, and Blood Rage. Use these abilities when Rayne's Rage Bar is full.

Climb the stairs and then turn right at the top. A sign says "A and B." Follow "B" (to the left) to the room that releases the cage from the first Tesla coil.



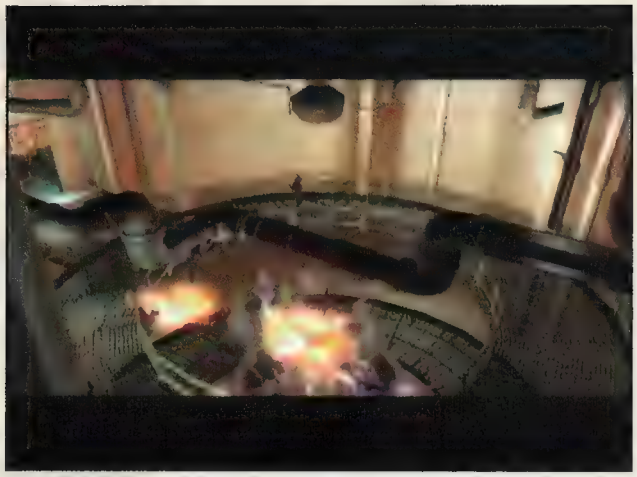


Smashing the computer causes the cage to fall away, leaving the Tesla coil exposed.

DESTROY TESLA COIL B

Run back down the staircase, through the hallways, and out to the walkway that runs around the coil. Once in position, start Harpooning enemies into the coil's electrically charged center.

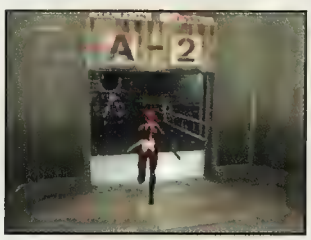
Stand on the walkway and the enemies come at you in pairs. When an enemy is tossed inside the coil, it explodes. A cutscene shows the entrance to Level A opening up.

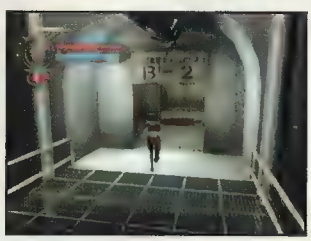


The door to Level A has now opened.

OPEN LEVEL A TESLA COIL CAGE

Move through the newly opened door and head for the switch room for the second Tesla coil. The cage is removed from the coil, but an enemy enters the room and attacks you. Pick him up and toss him out the window to show him who's boss!



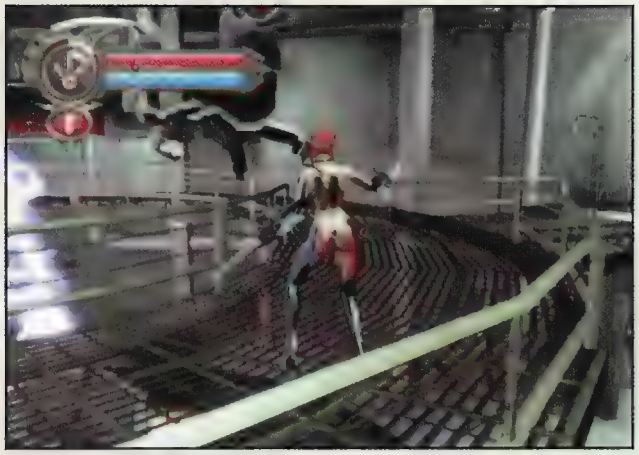


Special Sequences

When you take an enemy out in a unique way, it triggers a slow-motion sequence of him dying. There is an opportunity to earn Carnage points here.

DESTROY TESLA COIL A

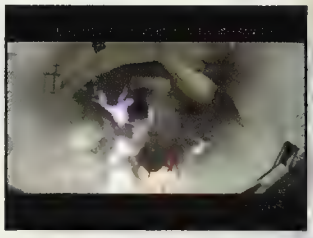
Move down to the walkway around the newly exposed coil, and then Harpoon enemies and toss them into the coil to cause a spectacular explosion. When this coil explodes, a passage opens up at the base. You can accomplish this task from above the enemies, too. This is the exit.



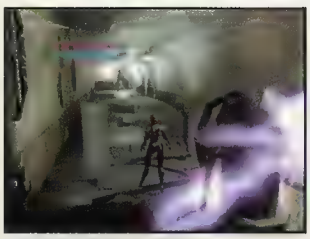
Flip enemies into the coil with the Harpoon.

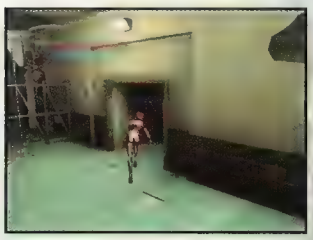
EXIT THE AREA

Jump down through the hole in the destroyed Tesla coil, and then proceed to the elevator to exit the area.



Destroy the coil and make an exit.

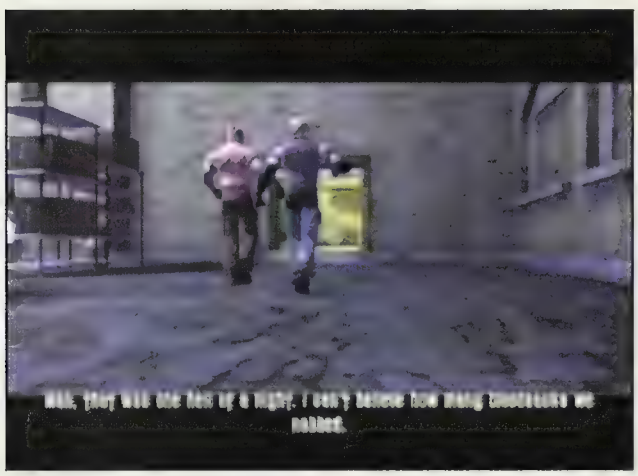




Hop onto the elevator to leave.

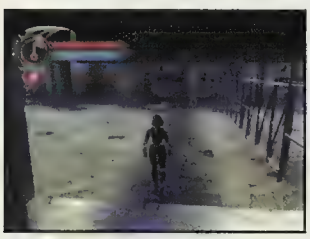
MESS HALL

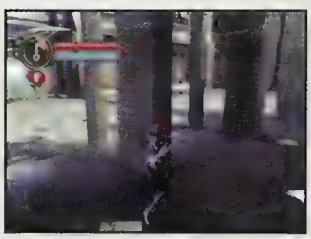
The Mess Hall contains a Vampire Lair. This is a good thing too, because you have to face more than one Foreman and go toe to toe with a Dhampir. Work your way toward the Shroud Tower, meeting solid opposition along the way.



GET TO THE MESS HALL

The level begins with sunlight beaming down all around you. Keep to the shadows as much as possible and toward the set of pillars directly ahead. Enemies come at you, and a machine gun nest tries to put you down. The key here is to sprint to the pillars, because they provide a significant amount of protection. Fight them off and then move on.





Use the pillars as cover from the machine gun nest.

Fuel Tank

There's a fuel tank behind the first machine gun nest. Shoot the tank, and you won't have to worry about the nest anymore!

Move along the shadows on the side of the wall to a set of parallel bars. Swing up, and then grab onto the pipe. Jump to the next set of parallel bars that lead along the length of the building. Swing from pole to pole.

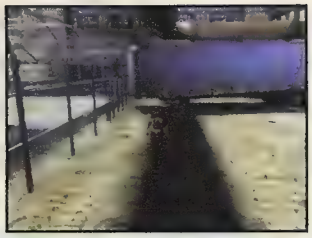
Follow the poles.

Swing over the fence at the far end of the building. Get across the courtyard and climb the light standard. Jump across to another light (jumping over the fence), and then hop off.

Drop down off the poles here.

Climb the light standard and then hop across to get past the fence.

From this courtyard, follow the open fence to get into the next courtyard with trucks in it. Follow the shadows to the trucks, and then move around to the doorway on the other side.



Watch out for exploding canisters by the doorway.

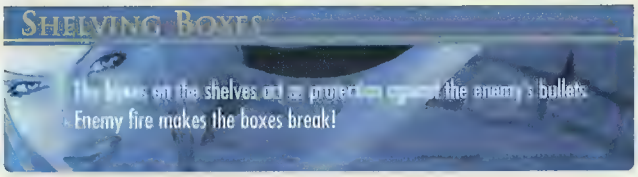
There will be a few enemies around the doorway and inside, so be ready to fight at any time. It's a good idea to Harpoon the fuel canisters and make them explode before venturing any further.

Things don't get any easier when you're inside!

FIND THE KITCHEN

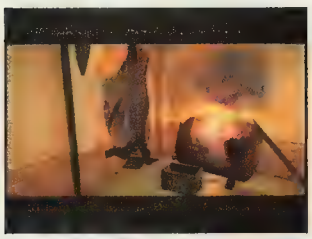
Enter the building and kill the enemies here. The door closes, preventing your exit from the Mess Hall. Round the corner into the building, where more enemies await. Shoot or Harpoon the fuel canisters to take them out. Next is an area with shelving that's got boxes on it. There are enemies behind each and every row of shelving, so be ready for them.

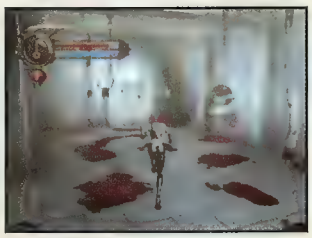
No way out.



BLOW OPEN THE WALL

At the end of the hallway is a large fuel tank. Target Lock onto the tank and shoot it, blowing a hole in the side of the wall big enough to run through! Run through the hole, through the meat locker, and into the kitchen.





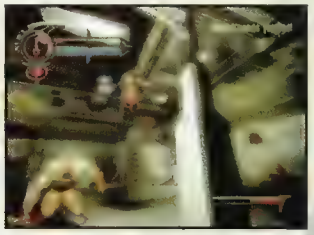
KILL THE FOREMAN

To meet up with the Foreman, you must survive the waves of attacks in the kitchen. Your special abilities and Harpoon will help. Toss enemies into the fire and hanging lights to earn Carnage points. When all of the enemies are toast, the door opens and you can cross over to the next room.

The Foreman comes out after you. The best way to take him down is to get behind him and hack away at his undefended back. Use Dilated Perception or Super Speed to get behind him, and then hack at him as much as possible before he starts to turn.

Keep away from the Foreman's hammer attack.

When attacking the Foreman from behind, be aware that he *will* turn around and swipe at you eventually. Try to make quick in-and-out attacks. Slip in behind him, hit him four or five times, and then jump away quickly. When the Foreman is dead, move to the elevator shaft.



Jump away from the Foreman's attacks.

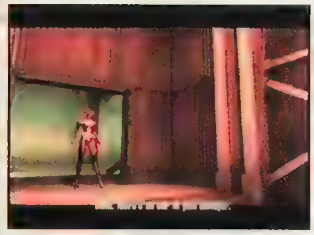
Foreman Counterpoint

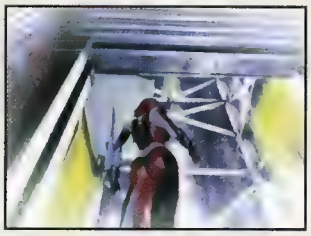
There's another way to fight the Foreman. Notice that there's a pole in the middle of the room. Climb the pole to the second level, and then drop fuel canisters on the Foreman to reduce his health. This is a much safer method to use.

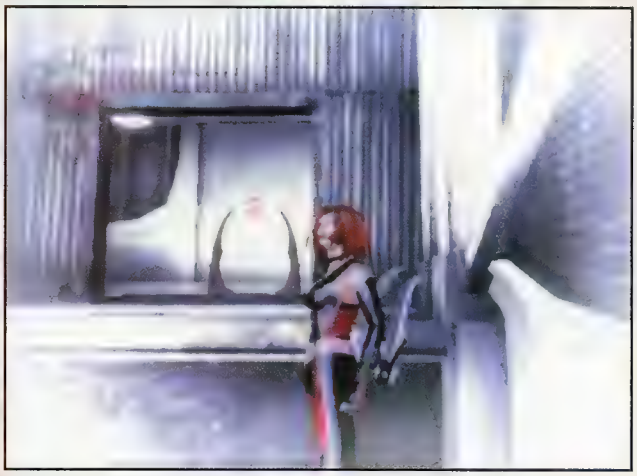
This pole leads up to a second level. From there, drop explosives on the Foreman.

FIND THE VAMPIRE LAIR

There's no elevator in the elevator shaft. Wall-jump to get up the shaft, using Aura Vision if necessary. Halfway up is a floor with the elevator door open. Go into Aura Vision at this point to see a Vampire Lair.







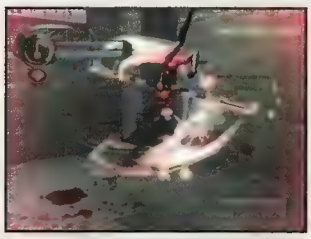
The Vampire Lair is halfway up the elevator shaft.

FIGHT THE DHAMPIR

At the top of the wall-jumps, climb a pole to get to the top of the elevator shaft. Move down the corridor and take out the guards there, and then exit through the double doors to find the Dhampir.

More Dhampir action!

As with the other Dhampirs, be aggressive and use your special abilities to even the odds. The most important thing to remember is that you're fighting outside, so be careful not to venture into the sunlight.



Rayne obtains Quiet Thunder for defeating this Dhampir.

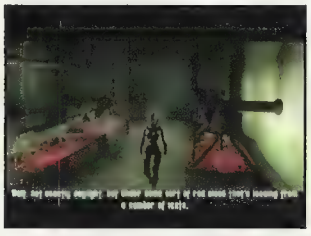
CHEMICAL PROCESSING

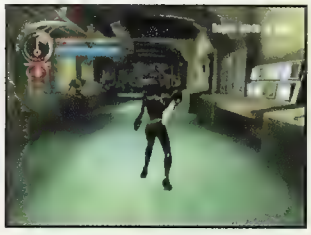
The Chemical Processing area of the Wetworks contains plenty of very difficult enemies, especially Foremen. This is where the development of a Blood Shield is being overseen. This special shield allows vampires to roam around in the sunshine without perishing! Stop this evil plan to unleash the undead on humanity.

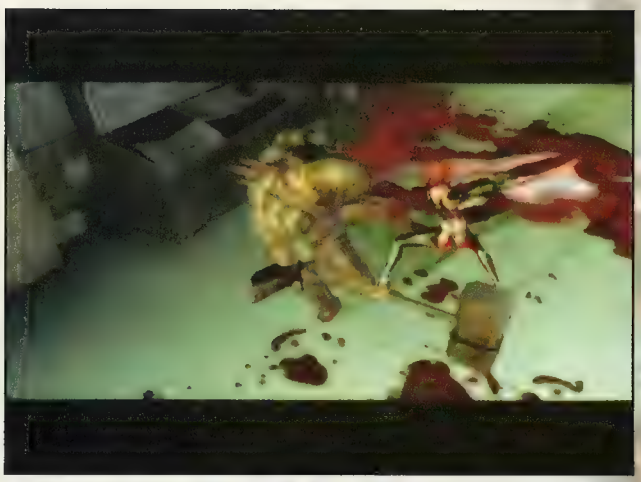
A Blood Shield has been developed that allows vampires to go out during the day.

KILL THE FOREMAN

There's no rest for the wicked. The first task in the Chemical Processing area is to take care of several enemies coming down a hallway. The hallway is lined with electronic stations on either side. Harpoon the enemies onto the consoles on either side of the hallway.







ELECTROCUTION

The electronic consoles in this area will kill any enemy that lands on them. Harpoon enemies onto the consoles one at a time. That way you don't have to hit the enemies multiple times.

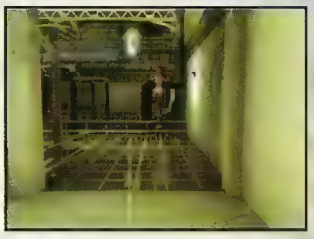
After the underlings are cleared away, the Foreman comes out swinging! Use the same strategies as with the previous Foremen, except you can't quickly and easily jump to safety because of the crowded hallway. Expect to take a few hits. To counteract the lack of space, use Super Speed to get in behind the Foreman, and then use Blood Rage to hit him from behind as much as possible.

In the larger portion of the hallway it's possible to jump past the Foreman, but this is a tricky maneuver. When the Foreman is dead, you can move on.

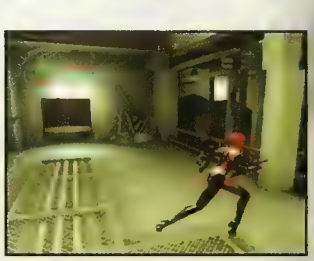
Jump past the Foreman in the wider portions of the hallways.

FIND THE VAMPIRE LAIR

After the Foreman is dead, a short cutscene shows the exit door opening. But don't expect to just saunter over there without a fight. Three more thugs come down almost immediately. Move out into the large room that's full of metal walkways and pipes. Use your Carpathian Dragons here to take out the thug shooting down from the walkways.



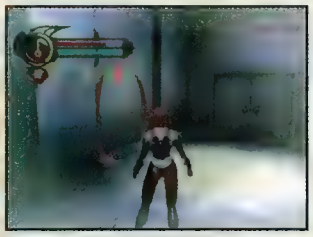
Before exiting this room, note that there's another exit that looks like it's just a dead-end room. Move into this room and click on Aura Vision to see the Vampire Lair!

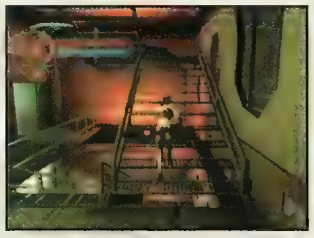


It's easy to walk past the small room with the Vampire Lair.

OVERLOAD THE PIPES

Move up the staircase, fighting the baddies. At the top of the stairs is a locked gate and a short cutscene. Run down one flight of stairs and go out onto the platform that's just above the vat of blood.

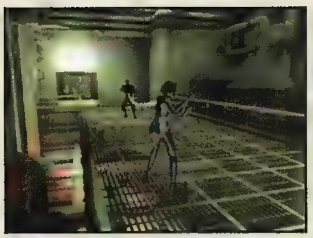




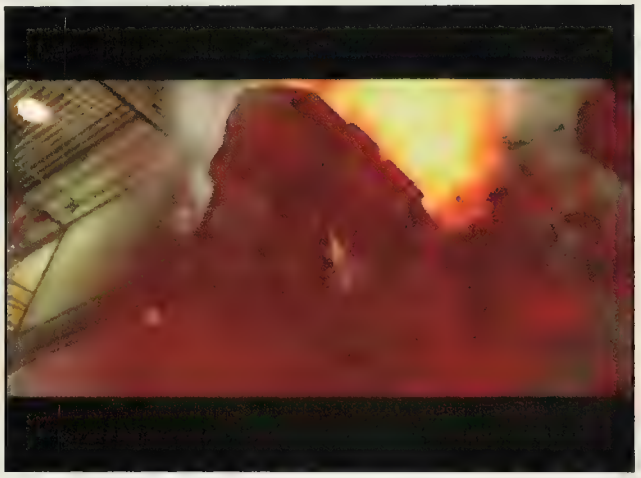
You can go up or down on these stairs. Go up first.

This is where you want to be.

Stand on the walkway by the vat of blood and wait for the enemies. As they approach, Harpoon them and toss them into the vat of blood one at a time. After the sixth one has been mashed up in the vat, the system overloads. The locked gate on the third floor opens, so move up there post haste!



Harpoon these guys into the vat.



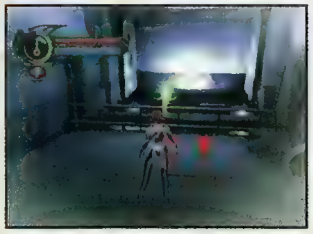
When the pipe blows, the exit opens.

TURBINE

This area contains a large turbine that's constantly sucking in air at great speeds. It's easy to get sucked into the turbine's blades, which ends the game in a hurry! There's also a Vampire Lair in this area, so don't leave before finding it.

FIND THE FOREMAN

This mission begins in a hallway. Move to the railing at the end of the hallway, and then pop into Aura Vision to see the enemies below. Jump down and take the thugs by surprise. You land on a grind rail, and then you fall off and end up on a walkway far below.



ADVANTAGES

When you see something in the immediate environment that can be used to your advantage, use it. In *BloodRayne 2*, there are many items that you can pull down on enemies, or canisters that can be exploded, or even spikes that can be used to impale enemies quickly. These are there for a reason, so use them!

A flick of the Harpoon sends this enemy into the spikes.

Round the corner into a room with thugs near a burning barrel. There's a cargo cart to the right. Slash at the cargo cart to make it ram into the enemies and take them out completely, and then jump on the elevator and ride it up.

The elevator stops at another cargo cart. Move behind it and slash at it to make it go careening down the hallway into the enemies at the other end.

KILL THE FOREMAN

Move into the next room, and the Foreman approaches. This room provides a little more space to move around compared to the last Foreman battle, but it's still fairly tight. Use Dilated Perception to get behind the brute, and then switch to Blood Rage to do the maximum amount of damage from behind. There are also a few exploding canisters in this room, so shoot or Harpoon them whenever he's close enough to them.

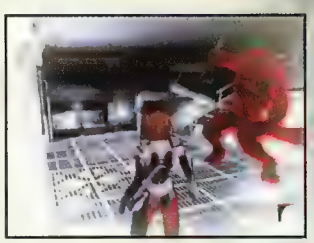
There's some room for evasive maneuvers in this area.

Use exploding fuel canisters to aid your cause.

Once he's vanquished, move down the stairs to the next area, with yet another Foreman.

KILL THE FOREMAN (TURBINE ROOM)

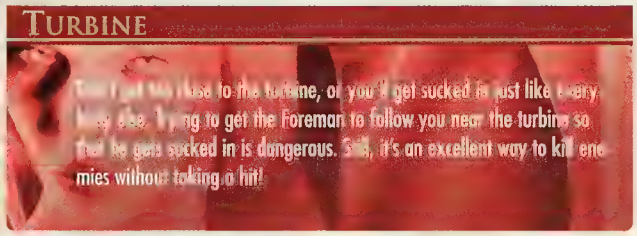
Down the stairs is the Turbine Room. There are several enemies here, and soon another Foreman shows up as well! You can fight this battle in a fairly conventional way, or get the turbine to do all the work.



Get the Foreman close enough to the turbine, and he's sucked in and destroyed!

The other method is to Harpoon enemies and toss them toward the turbine. If they're close enough to the turbine, they get chewed up like a piece of gum.

TURBINE

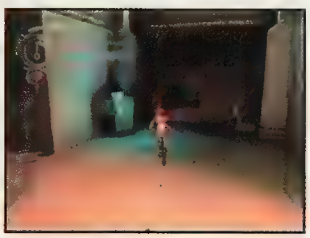

to the turbine, or you'll get sucked in just like every
ng to get the Foreman to follow you near the turbine so
sucked in is dangerous. Still, it's an excellent way to kill ene
mies without taking a hit!

These guys are about to get sucked into the turbine.

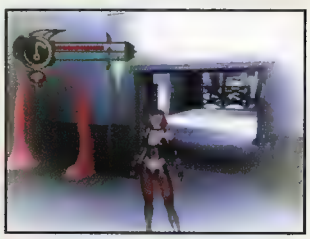
When the enemies have been destroyed, the exit elevator comes.

FIND THE VAMPIRE LAIR

Don't get hasty and hop on that elevator just yet. Switch to Aura Vision and find the Vampire Lair to the right of the elevator.



The Vampire Lair is in here.



FIGHT THE DHAMPIR

Ride down the elevator to a floor with plenty of computers and large ventilation fans that affect how you can move up and down the aisles. Fight this female Dhampir to the death. Use Blood Rage to take her down, but keep an eye out for the buddies she has helping her.

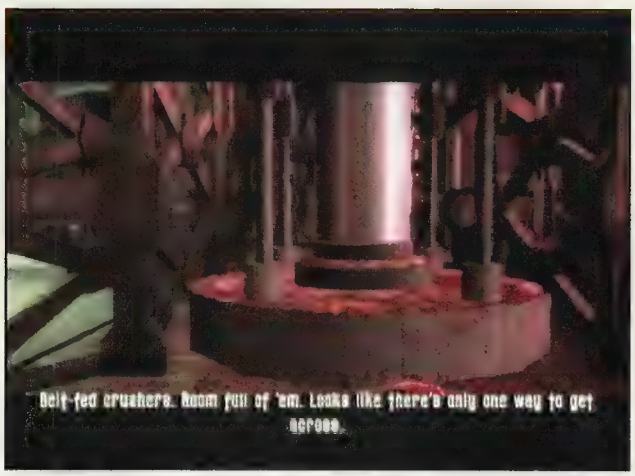
Beat the Dhampir to get the Blood Bomb Gun.

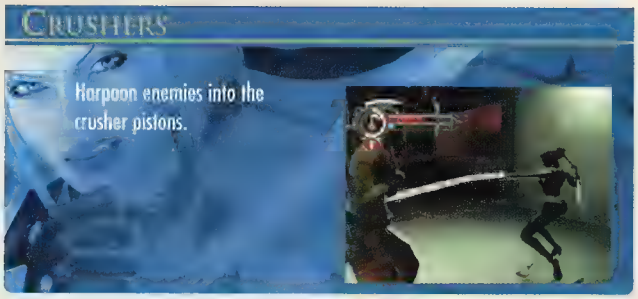
FURNACE

This area contains five furnace flames that must be extinguished by having a body thrown on them. This is a tough area with lots of enemies, machine gun nests, and even a puzzle, but fortunately there's also a Vampire Lair.

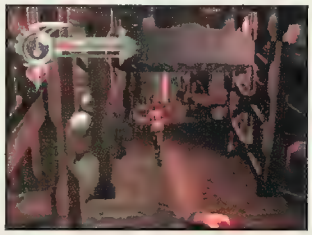
GET TO THE FURNACE ROOM

Walk up to the railing and jump off. This leads to an area with Bone Crushers. There's a mesh door that leads to the central area between the two crushers, but unfortunately it doesn't open until you make it through one of the crushers. Use Super Speed to move through the Crushers more easily.



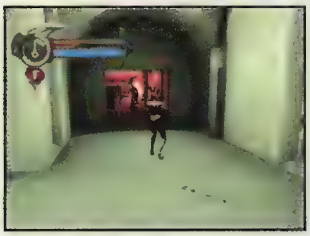


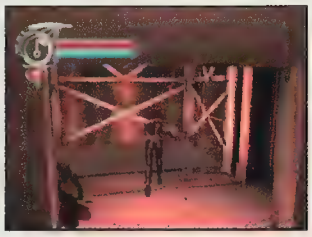
Getting through a crusher is all about timing. Carefully time up each piston's movement so that it doesn't hit you as you move through. The biggest benefit is that your enemies can never figure out the crusher, so they get crushed as they attempt to follow. In the central area between the two crushers, jump down to exit the area.



This is the way down.

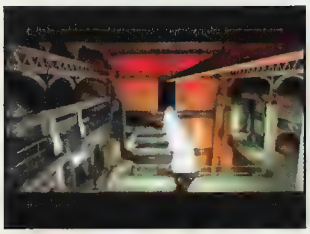
Drop down to the hallway below. There are several enemies in this hallway. Shoot the fuel canisters near them, and then jump in the elevator.

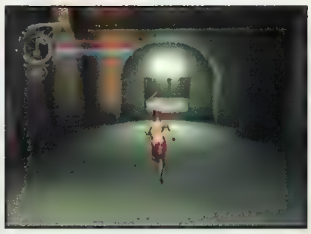




DESTROY THE FIVE FURNACE JETS

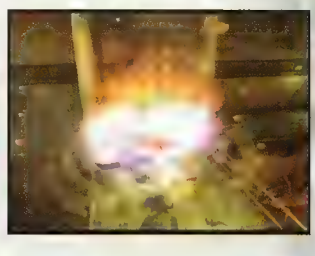
Get off the elevator and take the stairs up to the furnace area. Harpoon enemies and throw them at the furnace jets.





Harpoon enemies and fling them at the jets.

Stand on the walkway and Harpoon five enemies into the jets. When the last jet has been destroyed, jump down to the lower level. Overload the furnace and cause an explosion that opens up the exit.



Boom!

This is the door that will open once the furnace is overloaded.

OVERLOAD THE FURNACE

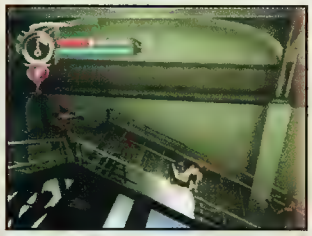
Now jump down to the lower level and again Harpoon six enemies into the furnace (or toss them in using fatality moves). To make this exit open, destroy the furnace jets, then overload the furnace to make it explode.

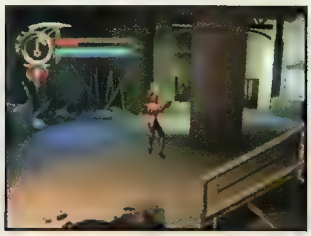
Throw these enemies into the furnace fire.

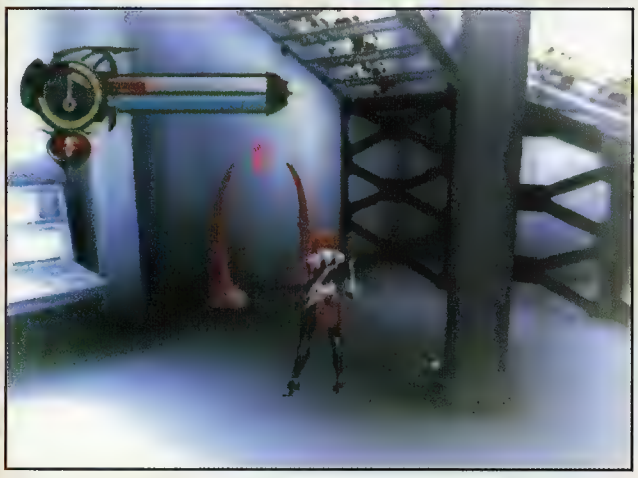
Open!

FIND THE VAMPIRE LAIR

Climb back up the stairs and exit through the newly opened door above the furnace. Use Aura Vision to see where the enemies are coming from. As the enemies climb the stairs, hop on the railing and grind all the way down to the bottom, knocking off enemy heads along the way! At the bottom, some enemies hop off an elevator. This is the exit. First, though, switch to Aura Vision to find the Vampire Lair.



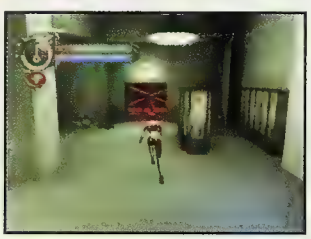


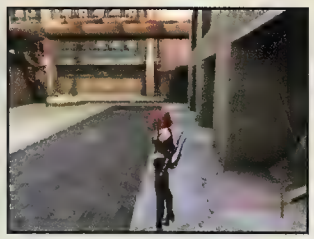


The Vampire Lair.

GET TO THE LOADING BAY

Move into the elevator and ride it up. This triggers a short cutscene. Then you're outside again, in the line of fire of a machine gun nest.





DESTROY THE BRUTES

Take out the machine gun nest, being careful to stay in the shadows, and then a pair of Brutes come at you. This is double-trouble. The key is to keep in the shadows as much as possible and take advantage of the wide open spaces. Stand in the shadows near the brick wall. The Brutes charge you. Jump out of the way so they slam their heads into the wall. Then jump back in and hit them hard, just like in the blood pool. Lure the Brutes into the sunlight or simply avoid them altogether by running into the building across the yard.

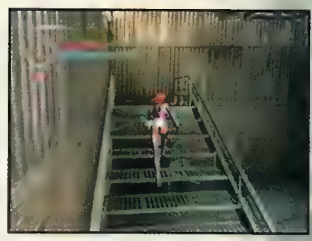
Hit them from behind as often as possible.

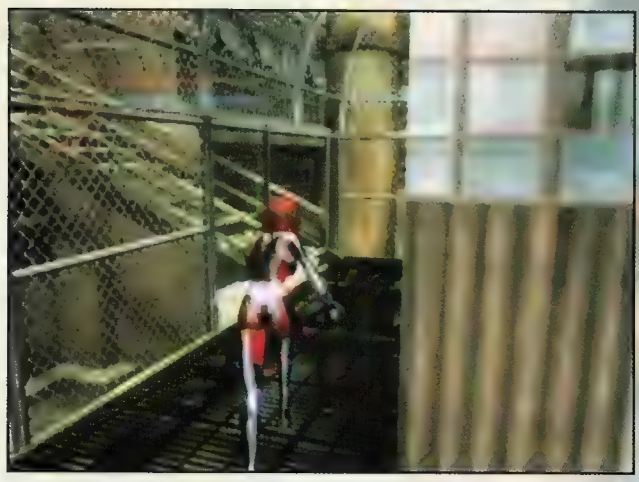
MACHINE GUNS

The machine gun nest can be a bonus. Try to get both Brutes in front of the machine gun's line of fire. The downside is that the machine gun nest is in the sunlight, so it's somewhat of a tradeoff.

You *must* feed off the other enemies in this area, and use Super Speed and Blood Fury to really increase your damage against the Brutes. When they're vanquished, move up the stairs to the Loading Bay area. Unfortunately, the way up to the staircase is littered with foes.

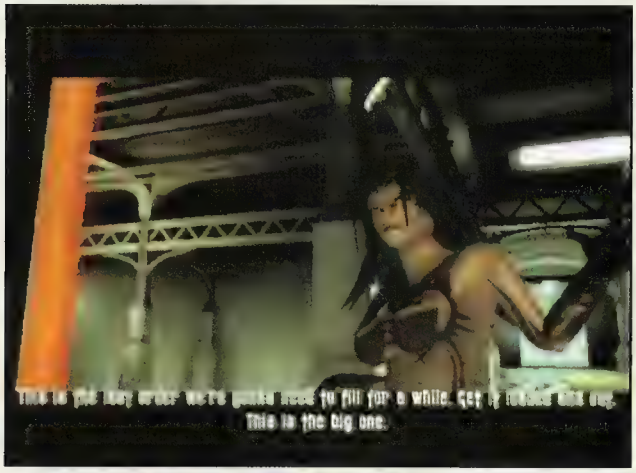
The final part is outside, and thankfully is unguarded. Run along the platform and then up the stairs to the exit.





LOADING BAY

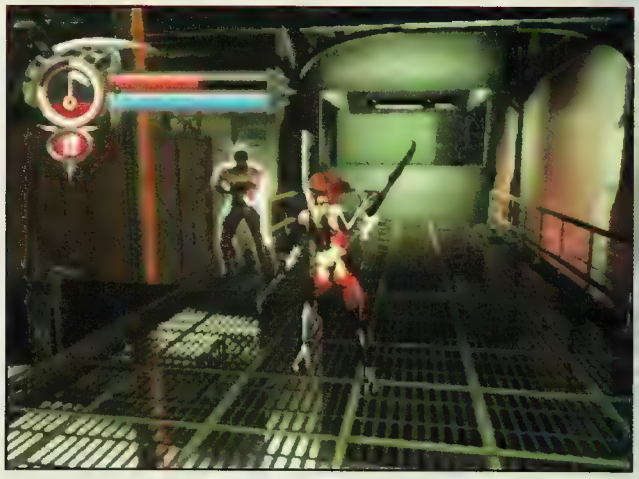
This is the last area of the Wetworks. This level ends in a chase but not in a major boss fight, and fortunately there's a Vampire Lair about halfway through. This is a battle of wits against Ferril, but most of the fighting is with her minions.



OBJECTIVE

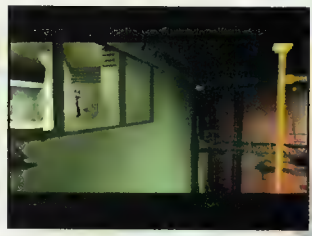
GET TO THE COMPUTER ROOM

The mission starts in front of a staircase. Move straight up the stairs to trigger a cinematic showing a thug operating a crane. Kill this guy and take his place on the crane.



Hop on this guy's crane platform once he's dead.

Ride across the platform and hang a right on the far side. Run across to the hallway, and then loop around the corner to the computer area. Kill the bald-headed baddie here, and then move near the upper computer to activate the crane.



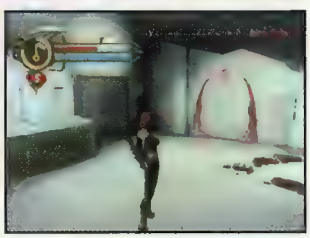
BREAK OPEN THE CHUTE

You must get the crane to smash into an exit chute. Leave the computer area and move back to the crane platform. Ride it across to the other side, and then go into the main control room. This activates the crane, which smashes into the chute and opens an exit.

The exit is now opened.

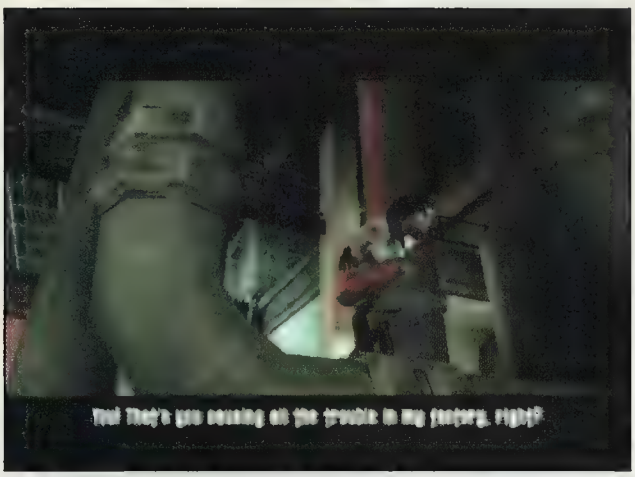
FIND THE VAMPIRE LAIR

Walk down to the conveyer belt and hop on. Ride down to the glass window on the right, and then smash through the window and kill the enemies inside. Then turn on Aura Vision to see a Vampire Lair.



GET TO THE TOP OF THE BUILDING

Get back on the conveyor belt and be prepared to jump up to a pole just above the grinder. Then jump down to the lower level, which has a couple of enemies to kill.

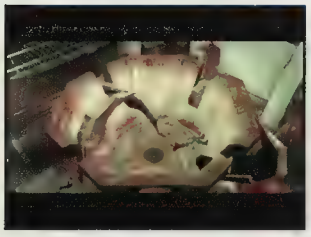


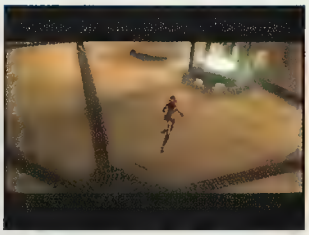
Ferril tells you to meet her at the top of the building.

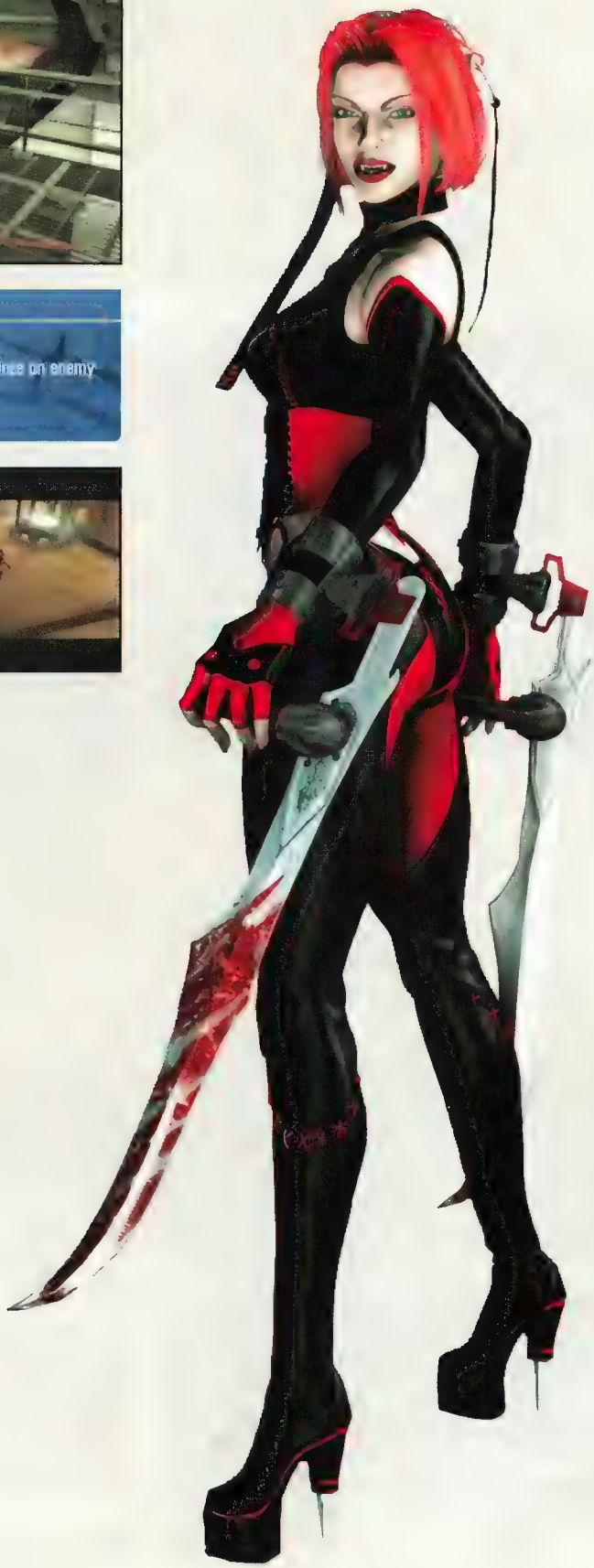
Climb up the staircases and loop around the building to get up to Ferril. There are plenty of enemies to fight, but you can take care of many of them by Harpooning them and flipping them into the grinder.

Grinder Goodness

The grinder is an outstanding way to get rid of enemies. Once an enemy is tossed into it, that's it. Period.







ACT 1
ACT 2
ACT 3
ACT 4
ACT 5
ACT 6
ACT 7
ACT 8

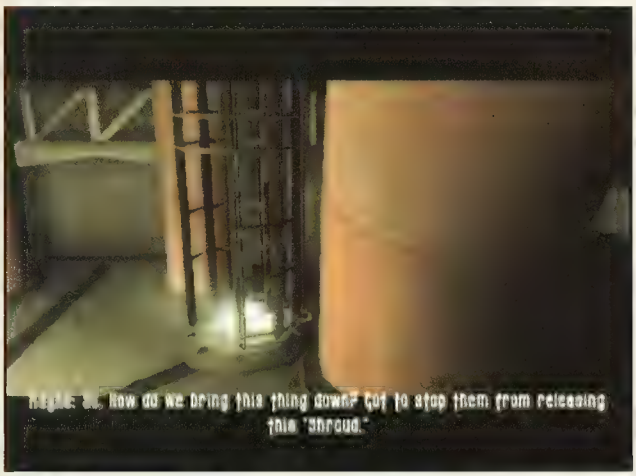
ACT 6

SHROUD TOWER

Kagan has produced a tower that spews red fog into the atmosphere. This fog is the "shroud" that enables the vampires to move freely during the day. Destroying the tower might be a way to curb the evil Vampire's plans; to accomplish this feat, there's a long climb ahead.

THE LOWER TOWER ASCENT

The entire tower is one long climb up, but for purposes of this guide it has been divided into three distinct sections to make it easier to describe the process that's necessary to reach the top. The first area mostly involves fighting to the elevators that transport Rayne from one level to another.



These tube-like structures are elevators.

CLIMB THE FIRST THREE LEVELS

Rayne starts at the base of the tower in a room with three thugs. They spot Rayne as she rounds the corner and attack. Use the Harpoon to roll over the burning barrel; this should take out at least two of the enemies as they catch on fire. When no enemies remain, move into the elevator and head up.

COUNTER POINT

Ordinarily, logic would be to fight each enemy to the death on each level of the tower. In reality, however, you can successfully climb much of the tower by simply running and jumping past the enemies en route to the elevators. There are a couple of areas where you must defeat a Foreman or solve a puzzle before you can move onward, but you can run past some enemies on many of the levels.

On the second level, quickly proceed up a metal walkway to access the elevator. Fight the enemies or run past them, then hop onto the elevator and take it up.

The elevator is visible in front of Rayne. Step on the platform to make it rise.

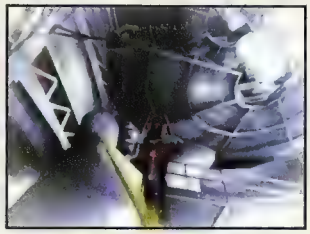
DEFEAT THE FOREMAN

The third level contains a Foreman, whom you *must* defeat to move forward. Forget about using Rayne's Harpoon directly against the Foreman; instead, concentrate on the fuel canisters on the walkway. Getting the Foreman near an explosion can help your cause considerably. As in previous fights with a Foreman, get behind him and use combo attacks to whittle his health down in small chunks.

A LONG FALL

When fighting the Foreman (or any enemy, for that matter), be wary of the outside railings on the walkways. If you jump over them (or are thrown over), Rayne will fall to her death!

After defeating the Foreman, use Aura Vision to locate some poles and use them to swing up to the next level. Swing up on the poles, then walk up the grind rail to the next level.



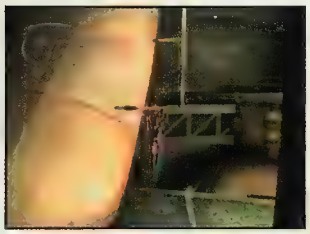
CLIMB THE SECOND THREE LEVELS

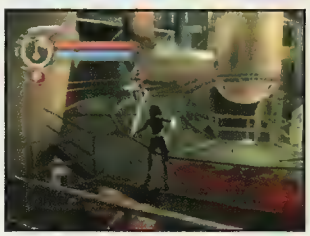
After climbing up the pipes, you'll notice that Rayne is actually above the next platform. Use her Carpathian Dragons to inflcit some damage before hopping down and running for the elevator.

Use Rayne's height advantage here.

These platforms are elevators.

The next area requires you to jump using a series of poles that take you to a short grind rail that ends up on the next platform. You must get to the wall jump area on this level, so use whatever you're most comfortable with to get rid of any enemies. Rayne's Harpoon can eliminate several of the enemies by simply flinging them over the outside railing. This enables Rayne to earn Carnage points.

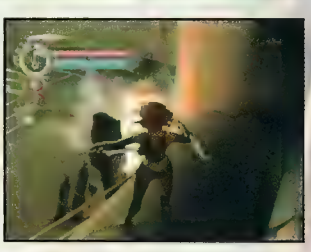




Use the Harpoon to dispose of as many enemies as possible from a distance.

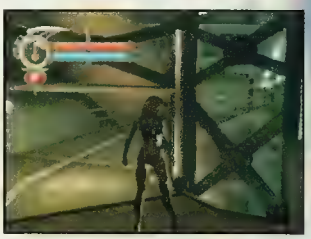
USE THE WALL JUMP

After the enemies are vanquished, move into Aura Vision mode to see the wall jump area on the large pipes. You'll wind up on a large pipe overlooking the next level. Before you jump down, use Rayne's Carpathian Dragons to shoot the exploding canisters to take out the thugs there. When you're ready, jump down and head for the elevator.



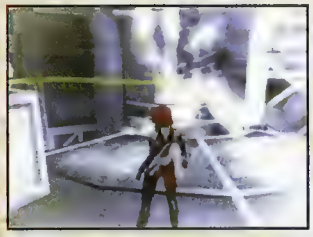
CLIMB THE THIRD SET OF THREE LEVELS

The next level looks like a dead end with a shack nearby. Perform a double-jump to get on top of the shack, then jump down through the hole on top of it. If you jump down onto the pole, then you can swing on the pole and knock the enemy backwards through the glass floor. Leave the room to ride the elevator to the next level.



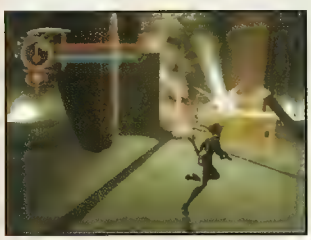
Swing on this pole to take out the enemy with ease.

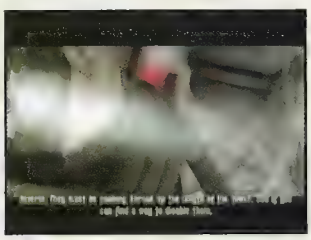
The next level provides a bit of a break, because there are no enemies waiting. Jump onto the box and use Aura Vision to locate the grind rail. Ride the rail into the shack to find the next elevator.



Step into the chamber to ride up.

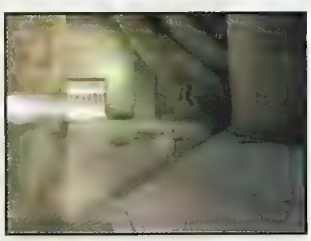
The next area is very similar to the area in which you started. There are some enemies waiting around the corner, so take extreme measures to eliminate them all. After doing so, step into the elevator to go up to the next area.





SOLVE THE STEAM PUZZLE

A short cutscene shows a huge, pulsating machine with steam shooting out of various exit points. To get past this area, use Rayne's Harpoon to toss enemies onto the steam spikes. If an enemy lands on the spike, he/she will die; however, a subsequent steam blast tosses the enemy into the mouth of the machine. Launch three enemies into the mouth of the machine to overload it.



An enemy lands on the steam spike.

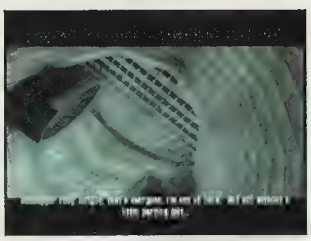
KILL THE FOREMAN

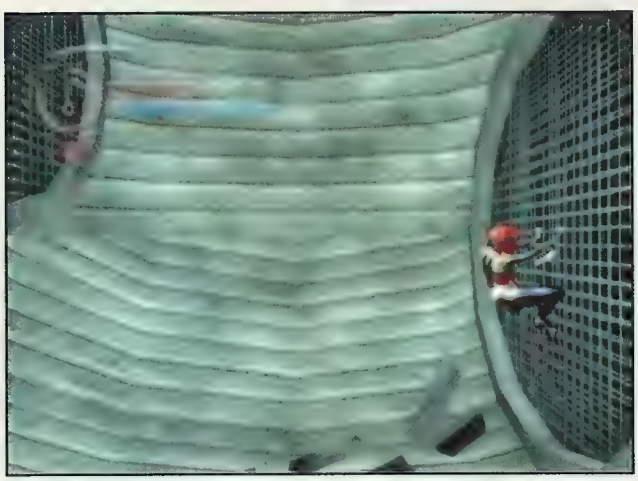
After the machine overloads, hop into the exit elevator to move up to the next level. As soon as you arrive in the next area, slice and dice the fast approaching Foreman as quickly as possible. There are also lesser enemies around the perimeter, so beware of them as well. Get behind the Foreman and hit him before he can turn and counter attack.

Be aware of the other enemies nearby.

CLIMB OUT OF THE AREA

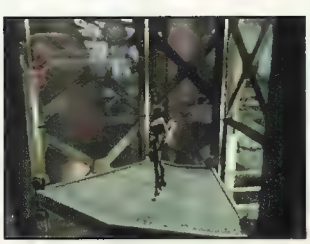
Move into the giant tubes that extend off the sides of the room and use Aura Vision to spot the circular grates. Use these grates to wall jump out of the area.





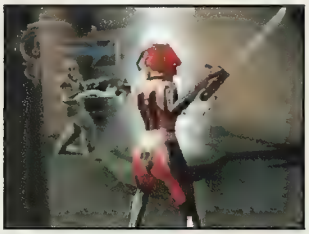
Use the wall jump to get out.

Move through the large tunnel after the wall jumps, then jump out and perform a flip to land on the area below. There are no enemies here, so move to the elevator and ride it up to the next area.



USE ACROBATICS TO ASCEND

Upon exiting the elevator, prepare to fight a couple of goons. Use Rayne's Harpoon to flip one of them off the edge, then feed on the other one. When the area is free of enemies, use Aura Vision to see the combination of wall jumps and acrobatics poles. You must use them to navigate to the next level.

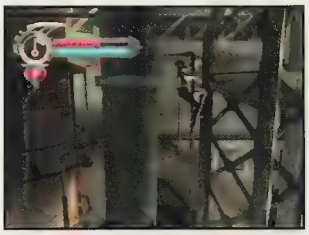


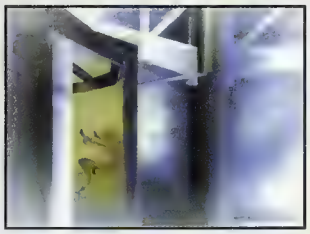
These wall jumps lead up to a set of poles.

FALLING

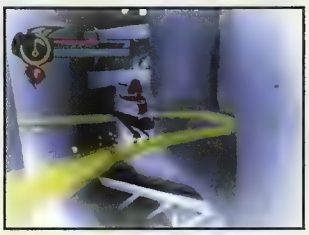
When making the acrobatic jumps from pole to pole, be very careful that your jumps are lined up properly. If not, Rayne will fall down one or several levels. If this occurs, you must climb all the way back up again!

Jump from the wall jumps to a pole. From this location, you must jump to two others, then across to a parallel pole. It's a little tricky, but line up the jump to ensure total accuracy.



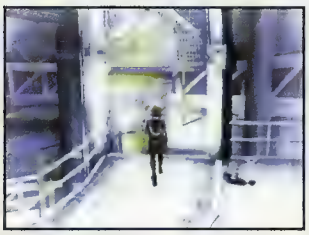


Jump again from a wall jump area to a vertical pole, then climb up and jump to a grind rail to slide down to the next level. Be advised, however, that several enemies are waiting for Rayne down here.



CLIMB THE NEXT TWO LEVELS

The elevator shaft on this level is empty, so use Aura Vision to see that you can wall jump up to the next level by going up the elevator shaft from side to side. On the next level, take out some more enemies to safely traverse up to the elevator.

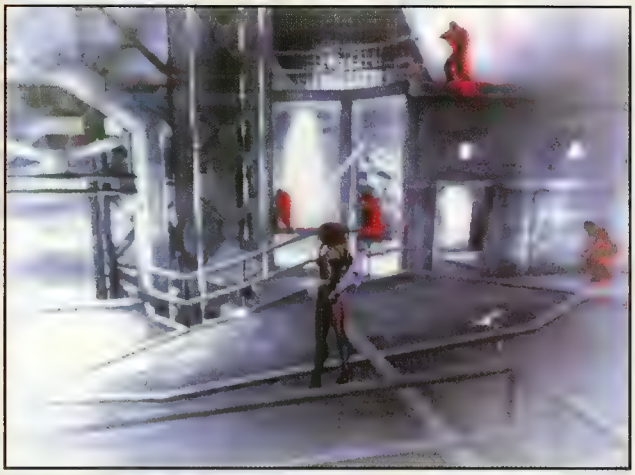


Upon exiting the elevator, look for a set of wooden planks that bridge a gap where the metal walkway is missing. Do *not* run onto the wood. Instead, wait for the enemies to come running and watch them fall to their deaths! From this point, perform a double-jump over the gap and run to the next elevator.

The enemies will fall through the wood to their deaths.

ASCEND THE NEXT LEVEL

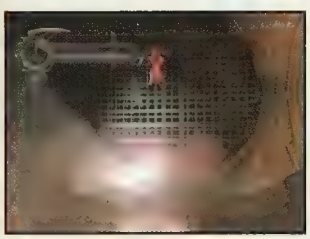
Exit the elevator and locate a shack with a closed door that blocks the way out of the area. There are also multiple enemies shooting at Rayne from several positions, so keep moving and use her Harpoon to take out as many enemies as possible. An explosion blows open the door to the shack, so don't get too close to it. If you do, Rayne will take some damage from the explosion. Fight through the shack and ride the elevator up.

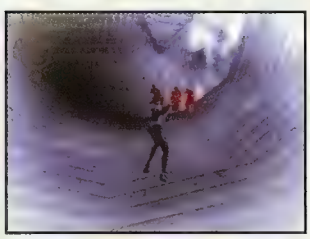


A quick look in Aura Vision indicates the enemy presence.

USE THE GIANT VENT TO ASCEND

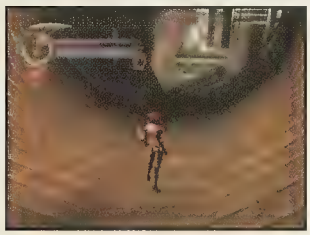
There is a single enemy to fight on the next level. After disposing of him, jump into the giant ventilation system and hang a right. There are several enemies inside the vent; you must neutralize them to proceed further.

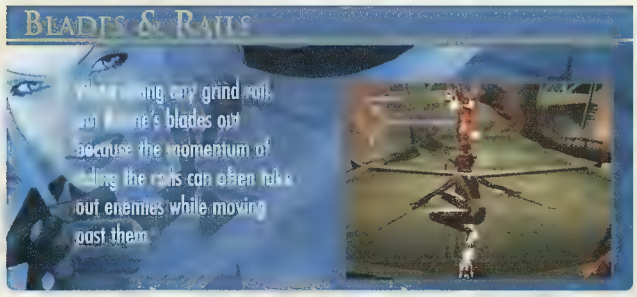




The ventilation system is not vacant.

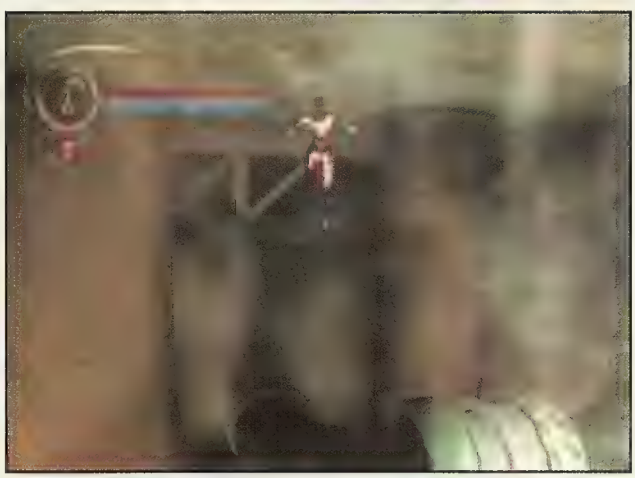
After disposing of the enemies inside the ventilation system, perform a wall jump up to another ventilation shaft. From this shaft, jump up onto a grind rail and ride it down to the area below. Keep Rayne's blades out while riding the rail.





FIND THE VAMPIRE LAIR

Jump down to the platform and take out the enemies, then use Aura Vision to locate a poll to climb up. Hop over to the pole and climb up to the platform above. On the platform is an elevator that goes to the next area. Before you get on the elevator, jump off the railing across to the pipe toward the chasm. Switch to Aura Vision mode to find a Vampire Lair. Take advantage of the lair's offerings, then ride the elevator up.

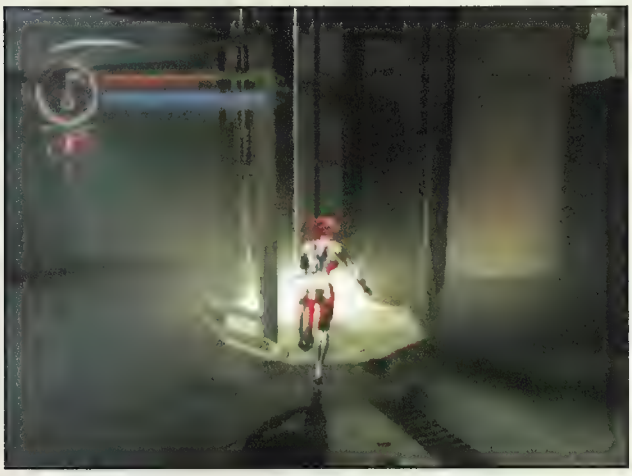


This is a tough jump, but it's doable.

The Vampire Lair awaits!

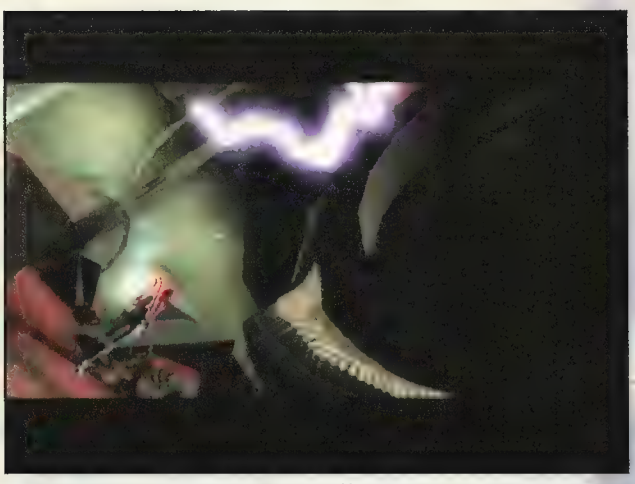
SOLVE THE PUMPING HEART PUZZLE

The small room at the top of the elevator houses a pair of enemies. Dispose of them, then ride the elevator up to the generator room.



The elevator leads to a room with four generators inside it (one in each corner). A Foreman immediately attacks, but it's possible to use the Foreman's impressive attack to Rayne's advantage. Move to one of the generators to make the Foreman attack. Wait at the generator until the Foreman is about to swing his hammer, then jump away at the last second. When done correctly, the Foreman will destroy the generators!

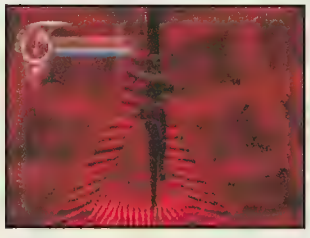
When all of the generators are open, use Rayne's Harpoon to toss four enemies into the generators (one into each). This makes the exit open.

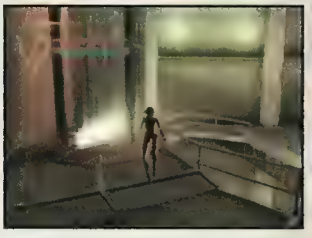


Destroying the generators causes an exit point to blow open.

EXIT THE GENERATOR ROOM/ ASCEND TO THE NEXT LEVEL

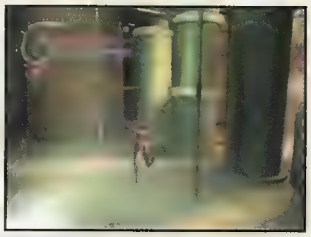
When the generators have been overloaded, climb up and hop across to a pole and use it to climb up and out of the room. Upon doing so, jump down to the area below and proceed to the next elevator.

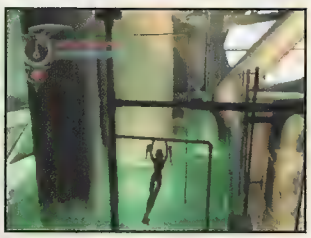




USE ACROBATICS TO ACCESS THE NEXT LEVEL

You must use Rayne's acrobatic abilities in the next area to ascend the tower. Use the parallel bars, the poles, and the grind rail to maneuver up. Refer to the following shots for the correct path.





KILL THE FOREMAN

Climb the long pole up to the next level, then use Rayne's Harpoon to take out at least one of the three enemies who attack. A Foreman will eventually attack, and you must eliminate him before you can move forward. Use Blood Fury and Super Speed to take him down, then move to the elevator and ride it up.

SAVING RAGE

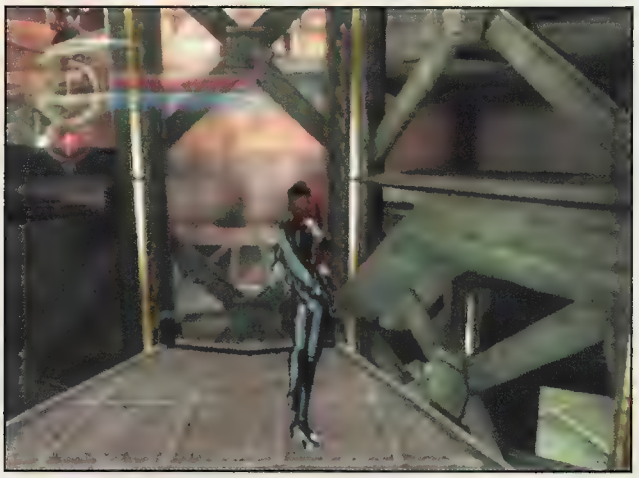
Don't use up all of Rayne's rage, because you'll need to use Super Speed to get past the automatic machine guns in the next area.

CLIMB TWO LEVELS

The next two levels are guarded by three enemies. Get off the elevator and use the grind rail to go down to the next elevator, either killing or evading the enemy. Next, ride the next elevator up, take out the two enemies, and hop onto yet another elevator.

GET TO THE MACHINE GUN ROOM

Next up is a door that is partially blocking the exit. Blow up the nearby tanks to open the passageway to move onward. Take out the two enemies, then hop onto the elevator.



EXPLOSIONS

Don't let this happen! When you see an explosive tank and enemies start shooting at Rayne, *quickly* get away from the tank!

The next two rooms are straightforward. The first room requires that you get to the elevator (you can kill the enemies or not), and the second room contains no enemies, so just run for the elevator. The next area contains automatic Machine Guns, however, so be ready!

ASCEND THE MACHINE GUN ROOM

The next room is guarded by a series of automatic Machine Guns that can shred Rayne if she stands still even for a moment. If she doesn't have any Rage, then run up the ramps while jumping frequently. This should make her a tougher target for the guns. If you do have plenty of Rage in her "tank," then go into Super Speed mode and run up as fast as possible, dodging the gunfire. There's an open exit elevator at the top.

The automatic turrets are brutal.

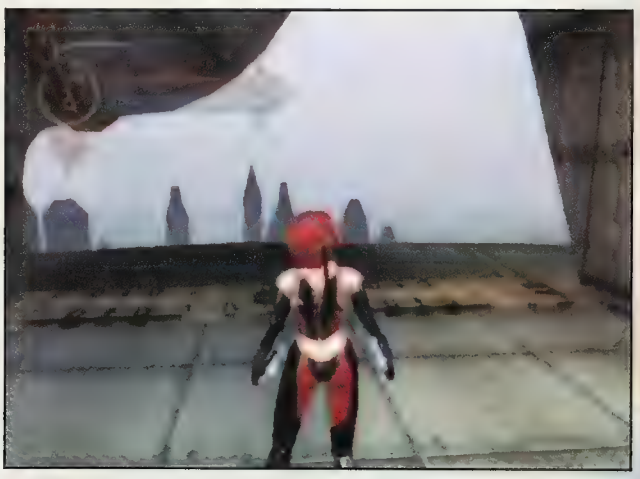
Using Super Speed makes this much easier.

FIGHTING

Do *not* attempt to fight the enemies in the Machine Gun room or you'll run out of Rage to power Super Speed. It's much better if you jump over any enemies and make a run for the exit elevator.

UPPER TOWER

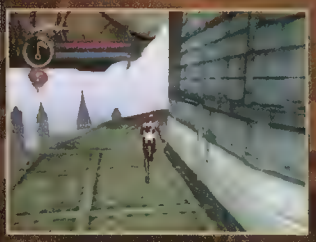
You should now be on the upper tower and there's only one thing left to do: fight Ferril to the death. Remember that since you're outside, the sunlight will damage Rayne when she moves above the level of the "shroud."



FERRIL

BOSS FIGHT

You don't actually fight Ferril in this battle. In fact, you'll do whatever is possible to *avoid* fighting her because she's invincible. The way to win this "fight" is to move as quickly as possible around the outside of the upper tower and destroy all of the shroud tanks. Upon doing so, the Shroud is no longer produced and, hopefully, it's in enough time to save humanity.



These are the tanks to destroy.

There are three factors that make accomplishing this feat difficult. First, Ferril (who is fast and powerful) is constantly chasing Rayne, trying to cause damage with her powerful attacks. Second, run-of-the-mill enemies are also shooting at Rayne. Lastly, many of the tanks that you must destroy are above the shroud, meaning Rayne will take some damage from sunlight while up there!

Use Super Speed as much as possible. While doing so, you can pretty much move anywhere without worrying about taking damage from an enemy. Move quickly while this ability is invoked and destroy as many tanks as possible. When you reach a tank, disengage Super Speed but re-engage it after destroying the tank. This also helps to save some Rage.

Use Aura Vision to see where you're going.

When Rayne's Rage gets low, descend below the shroud and fight with enemies to replenish it. You will also need to replenish her health, so feed on the enemies as well. After topping them both off, run up to the upper levels using Super Speed and attack the tanks again.

The central area is accessible by utilizing acrobatics and grind rails. Use Aura Vision to locate the rails, then use them accordingly. Remember that it's possible to walk up a grind rail if you carefully step on it. When the last of the tanks has been destroyed, victory is achieved!

Use the grind rails to go up as well.

Blood Rage/Fury doesn't speed up the destruction of the tanks by much, so don't waste any Rage on them during this time.

As the tanks are destroyed, the shroud stops being produced.

After the explosion, Rayne gets buried in debris.

ACT 7

Twisted Park

The shroud did its job and despite Rayne's best efforts at the tower, it's still in place. The result is that Vampires now have free reign over the domain that once belonged to humans. Once the shroud is released, it has a reverse effect on nature. This explains all of the grisly creatures in this area. It's now time to venture through the Zoo park to get to Kagan's Tower.

ZOO ENTRANCE

The Zoo Entrance area includes the World of Reptiles and plenty of enemies, including a Dhampir fight. A new enemy, a Roach Golem, also makes an appearance. This creature is a collection of cockroaches that have morphed together to form a large, powerful golem.

The Ninjas are tough. Use Blood Fury to take them out quickly.

NINJAS

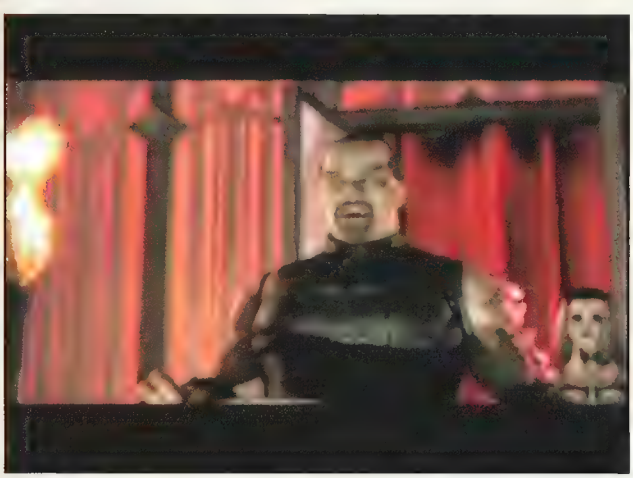
As noted earlier, Ninjas have a powerful sword attack that causes electrical damage. They also have a throwing star that serves as a good long-distance attack, so be ready to dodge it. A Harpoon attack will only connect when a Ninja *isn't* in the guarded position. In short, it's very difficult to snag a Ninja with Rayne's Harpoon, but it *is* possible!

GET TO THE HELICOPTER

Rayne begins in a narrow pathway in the park. A helicopter flies overhead and trims the treetops (you'll catch up to the 'copter soon). When you reach the gated tunnel, be on the lookout for a Ninja. These crafty enemies have a very powerful attack that can electrocute Rayne, so attack them from a distance and avoid hand-to-hand combat.

After the Ninja is vanquished, move through the tunnel and venture out into the portion of the park where the Helicopter is blocking the exit. Note, however, that this triggers an attack by multiple Ninjas. Using Rayne's Harpoon, skewer the Ninjas and toss them into the helicopter's spinning rotors. It takes four successful tosses to stop the spinning blades and open a path to the exit.

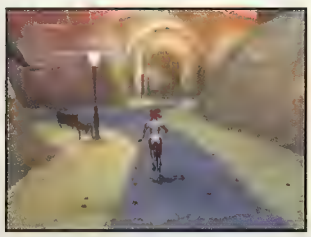
Toss the Ninjas into the helicopter's rotors.



Kagan lives.

DEFEAT THE SHADOW LEGIONS

While heading toward the World of Reptiles building, more Ninjas attempt to get in the way. Take your time and defeat them with any method you choose. Combos are perhaps the best option to deal with these cursed creatures.



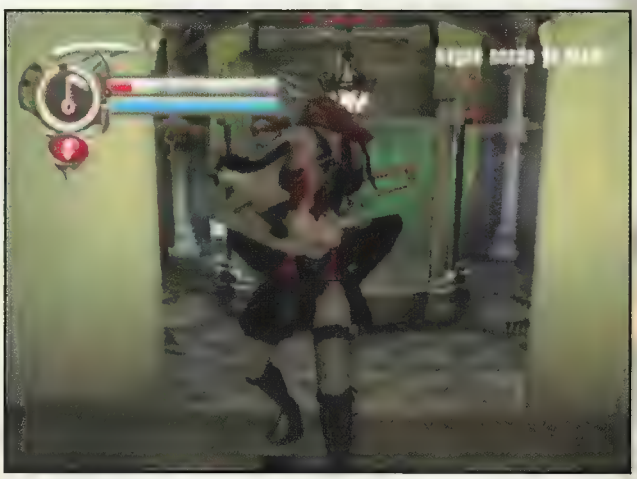
Rayne comes face-to-face with a pair of Shadow Legion warriors at the World of Reptiles area. These foes speak a strange language and are going to be a serious challenge. To eliminate them, get them both in close and use Super Speed or Blood Fury to hit them both at the same time with single attacks. This "two birds with one stone" approach should speed up the fight considerably. It should also allow Rayne to escape the fight while incurring little damage.

DUEL

[illegible] use any of Rayne's powers to fight the Shadow Legion warriors, then fight them one at a time rather than both at once. The two-at-a-time approach is only advisable when you're using powers such as Blood Fury.

EXPLORE THE REPTILE HOUSE

Enter the World of Reptiles building and prepare to feed on the first enemy that approaches. Move through the building until you spot the body that is pinned to the wall with a cocoon. When you approach it, it explodes and a swarm of roaches are expelled. These roaches eventually turn into a Roach Golem that is best avoided.



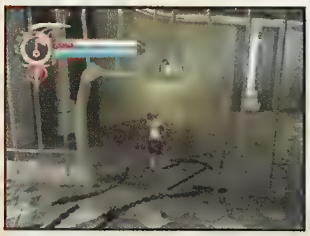
After fighting the Shadow Legion warriors, Rayne will probably need some "refreshments."

These roaches turn into a Roach Golem.

GOLEMS

The Golems are powerful creatures that will fight if you elect to fight them. Fortunately, the Golems like to fight the other enemies almost as much as they like to fight Rayne. As a general rule, it's best to leave the Golems alone and let them help tackle the other enemies in the area.

Eventually, some explosive canisters blow open an exit doorway. Move through the doorway and down the hall. As you get to the burning area at the end of the hall, a Shadow Legion warrior appears. Dispose of the warrior, then proceed forward.

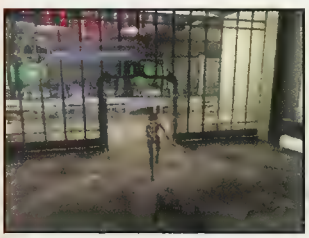


Run through the corridors until you reach the closed gate that is being guarded by a Ninja. After disposing of the Ninja, some explosive canisters roll down the hallway and blow open the door.

After the Ninja is destroyed, the door will be opened.

KILL THE DHAMPIR

Continue toward a large room with a balcony that runs around the top of it. A cutscene shows Rayne jumping down into the central arena where Ninjas, Shadow Legion warriors, and Roach Golems are waiting to fight. Fortunately, the Golems seem more interested in fighting the Ninjas, leaving you free to concentrate on other enemies.



After disposing of all the enemies, a Dhampir drops in for a little fun. She takes out the Golem-creating cocoon with a cool Flame Gun before the battle begins. Rayne can acquire this Flame Gun if she can defeat her, so get those blades ready and let loose with multiple attacks. The Dhampir resembles all the others; she's fast, quick, and very powerful. Stay on the offensive and use abilities like Super Speed to make quick work of this fight.

Defeating the Dhampir to acquire the Blood Flame gun mode!

AQUARIUM

The Aquarium includes plenty of difficult areas and puzzles, including an opportunity to get saved by a whale. The enemies continue to get tougher, but fortunately there's a Vampire Lair to find that can recharge Rayne's batteries early on.

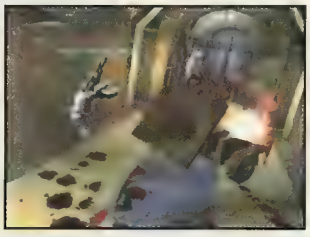
This Wood Chipper is this area's main obstacle.

OVERLOAD THE WOOD CHIPPER

This area begins with the emergence of some Golems and Ninjas. The Golems, as a rule, tend to fight against the Ninjas. Use the newly acquired Blood Flame guns to dispose of them with ease. The goal here is to snag Ninjas with Rayne's Harpoon and toss them into the Wood Chipper. Ninjas can be somewhat difficult to Harpoon, but repeated attempts will result in a successful snag. Use Rayne's Blood Stream power against Ninjas, or get behind them to feed.

Wait for a Ninja to start fighting with a Golem, then use the Harpoon to snag them.

Simply deposit three Ninjas into the Wood Chipper to make it explode. In turn, this blows open the door so that you can move past. As soon as possible, run past the chipper and through the exit.

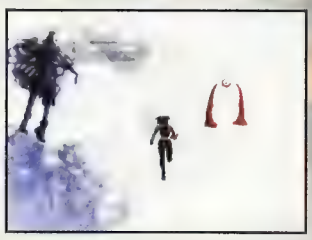


This guy's in for a rude awakening.

FIND THE VAMPIRE LAIR

Locate the area with a merry-go-round and a bear pit. As Rayne looks at the bear pit during the cutscene, two Shadow Legionnaires approach from behind. Take them out with extreme prejudice. Remember that you can visit a Vampire Lair right after this fight, so take the fight to the limit if you want.

Although there doesn't appear to be any reason to venture into the bear pit at first glance, there is actually a Vampire Lair down there! Jump down and take advantage of the Lair's offerings, then leave when you're finished.

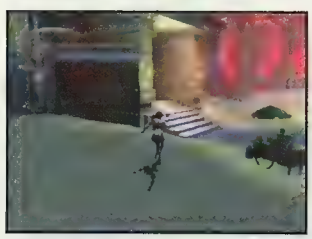


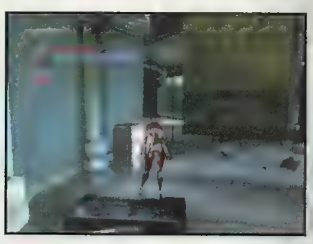
NON-COMBAT

Remember that you don't necessarily have to fight every single enemy. For example, just after you exit the Vampire Lair in the bear pit, just make a double-jump and get out of there rather than risk losing precious Health and/or Rage points.

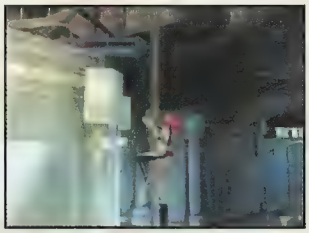
EXPLORE AQUARIUM BUILDING

Upon leaving the Vampire Lair, move to the Aquarium Building and enter it. Not surprisingly, this area has lots of water in it. Much of this water is on the floors, which means that any missed jump will result in damage to Rayne. Avoid the wet stuff at all costs!



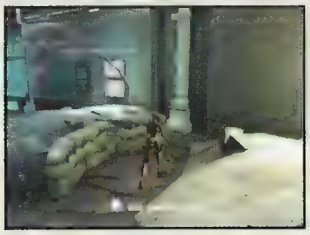


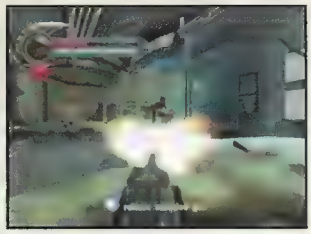
Explore the Aquarium and find the areas where there are still intact water tanks nearby. Blowing open the glass on those tanks can cause a great deal of water to pour out onto vampire enemies that are approaching. Can you hear the sizzling? Jump from debris to debris to reach the central area, then look for a pole shooting up into the area above. Make a jump from the debris to the pole, then climb up to the grind rail that leads to the next corridor.



At the corridor, a Machine Gunner shoots out the aquarium glass, causing the corridor to fill with water. Jump across to the now-empty aquarium, then head for dry land where the gunner is located.

Run along the corridor to the next Machine Gun nest. Once there, a group of five or six enemies start attacking. Quickly man the machine gun and fire at the large aquarium tank to the right to take out all the enemies in one fell swoop of watery goodness.

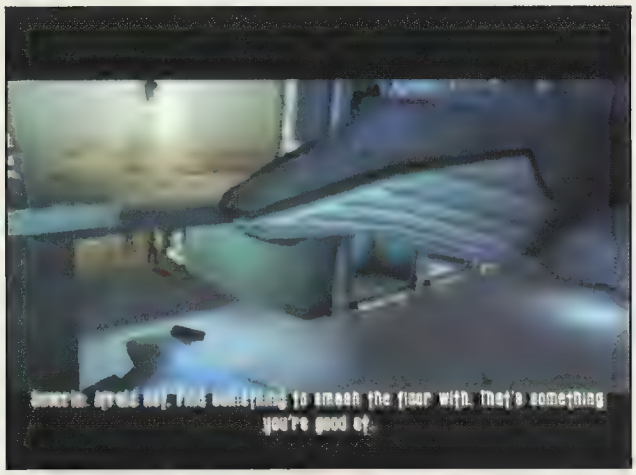




GET TO THE WHALE ROOM

Continue through the corridors and jump onto the display cases on the sides of the hallways; use these as Rayne's safe havens. Also, use any full aquarium tanks to your advantage. Upon reaching the Whale Room, sit back and enjoy the cutscene.

Let the good times roll, baby!



This is the Whale Room.

FIND AN EXIT TO THE WHALE ROOM

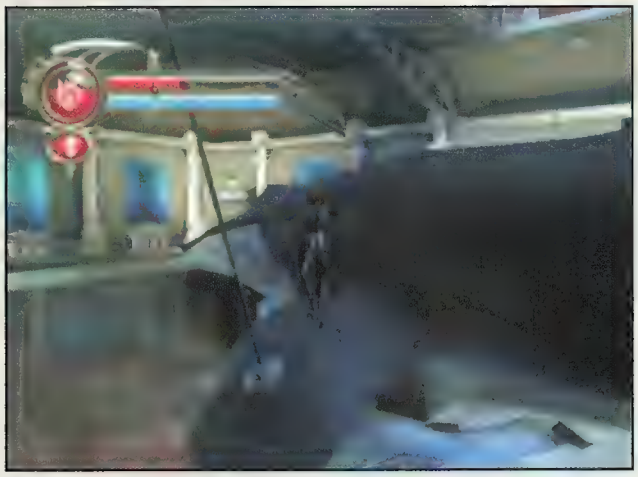
The goal here is to get up to the second level so that Rayne can jump on the back of the whale and cut the cables that are holding it up. To do so, follow these steps:

1. Get across the body of water on the lower level while avoiding the enemy gunfire.

2. Jump from the starting point to the display areas around the perimeter.

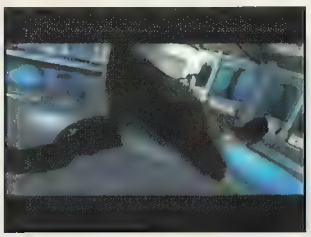
3. Jump out from one alcove, then use Rayne's acrobatic skills to get back into the next alcove all in one jump. This takes precision timing and accurate double-jumps.

4. Proceed around to the staircase and jump up.



This is the goal.

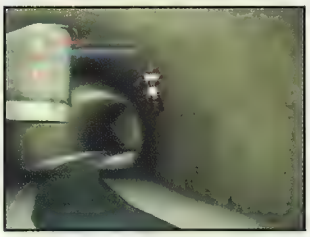
Once on top of the whale, save it from its bondage by cutting the three support wires that affix it to the ceiling. Note that this does *not* include the central chain, just the smaller wires. After cutting the smaller wires, the whale falls down and creates a hole in the floor. Jump through the hole to proceed.

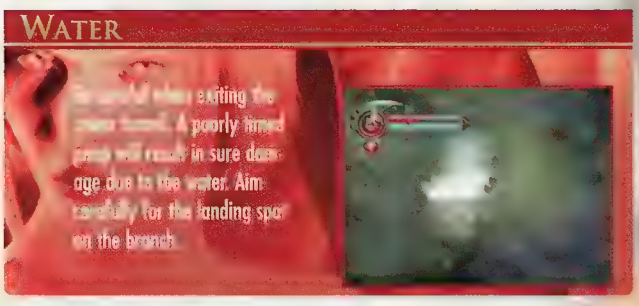


Jump down through the newly-opened hole.

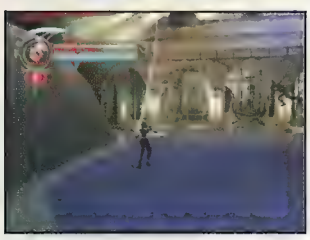
EXIT THE AQUARIUM BUILDING

The hole created by the whale leads inside a tunnel with a waterway running down the middle. Jump from side to side to avoid the water spillways while moving down the tunnel. At the end of the tunnel, jump onto the branch and walk down carefully; if you jump haphazardly into the abyss, Rayne will fall straight into a tank of water!





Follow the branch down to the area beside the bridge. Locate the 18-wheeler truck balancing precariously on the edge of the bridge, then use Rayne's Harpoon to bring it all the way down. The resulting explosion blows open a hole in the gate, thus creating a new path.



Use the Harpoon on the truck.

Ephemera is getting closer...

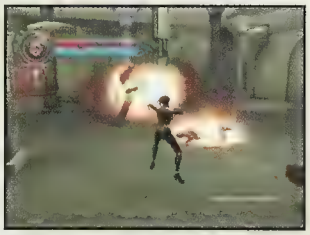
DESTROY THE FOREMAN

Move into the area under the bridge and prepare to face a Foreman. First, however, defeat all of the enemies in the room. Use Rayne's new Blood Flame guns to take out the Machine Gunners, then build up her Rage on the others with kicks and blade attacks.

Rage & Blood

It may be tempting to use all of Rayne's Blood Ammunition and Rage against the lower-level enemies. However, with a Foreman fight fast approaching, it's best to save the big guns for the more difficult fight.

If possible, get behind one of the Machine Guns and use it to fire at the Foreman. A few successful blasts of lead will whittle his health down very quickly and save a lot of leg work. When he becomes more vulnerable, use some Blood Flame ammunition on him to finish the job.

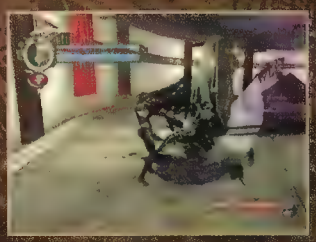


EPHEMERA

Run through the tunnel to the arena to find Ephemera waiting for a fight. The key to fighting Ephemera is to destroy her shadow portals. There are six in total, and as long as one of them still remains, Ephemera can teleport to it and recharge her health instantly. For this reason, it's imperative to destroy her shadow portals immediately. Therefore, do *not* waste any ammo or precious energy on her until the shadows are gone.

Ephemera appearing from a shadow portal.

Ephemera isn't alone in this fight, as some Ninjas come to her assistance. The Ninjas are tough adversaries in their own right. Fortunately, however, the Ninjas provide an opportunity to recharge Rayne's Rage so that powers like Super Speed can be used. Use Aura Vision to see the shadow portals, then move as quickly as possible (using Super Speed) from one to another, hitting them until they are completely destroyed.



One down, five to go.

Ephemera doesn't like it when you destroy her stuff.

To destroy the shadow portal under the gazebo, simply destroy the actual gazebo! On the other hand, the shadow portal in the shallow pool is a little trickier. To destroy it, use the Harpoon on the fallen statue above it and pull it down into the pool.

This is the only way to destroy this shadow portal.

Once all the shadow portals have been destroyed, it's time to battle Ephemera. Hit her hard with Blood Rage or Blood Fury, then if Rayne's Rage runs out, fight a Ninja to replenish it and go back to fight her again. Super Speed is also advisable, but Rayne's attacks have considerably less punch than if you use Blood Rage/Fury. When Ephemera falls in defeat, the game moves on to Kagan's Tower.

Rayne learns Enthrall.

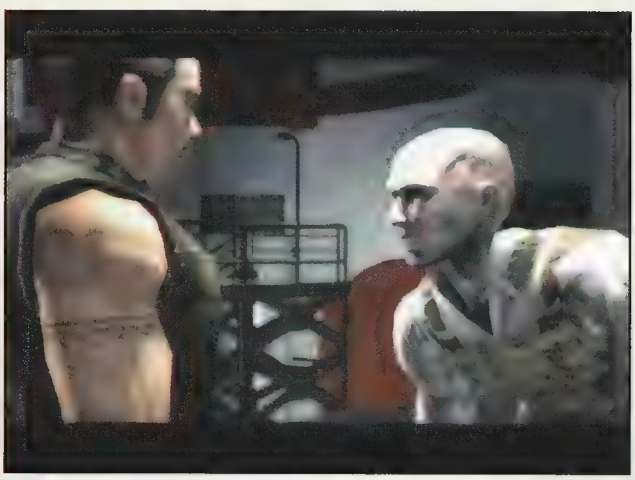
ACT 8 KAGAN'S TOWER

This is it, the final chapter of the game! Rayne has defeated Ephemera and is now on the cusp of meeting Kagan. Unfortunately, you must fight through six areas and two boss fights—not to mention a couple of Dhampir battles—before you meet up with Kagan. Still, defeating Kagan is the answer, so, onward!

XERX'S LABORATORIES

Xerx's Laboratories are the home of some truly diabolical weaponry, including the very dangerous "Solar Cannons," which Xerx created to destroy wayward vampires. Rayne starts in an area where the Solar Cannons are bearing down on her, but fortunately there is replenishment available inside a Vampire Lair after you clear the main room.

Ferril survived, but she's soon going to find out about Xerx's Solar Cannons.

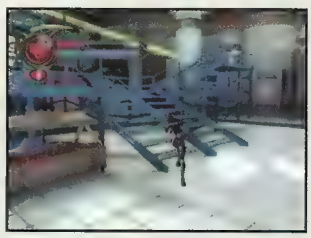


Kagan and Xerx prepare for Rayne's arrival.

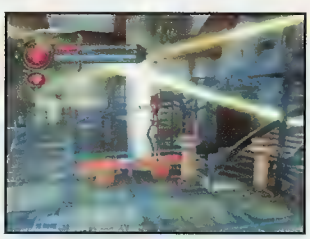
DESTROY THE SOLAR CANNONS

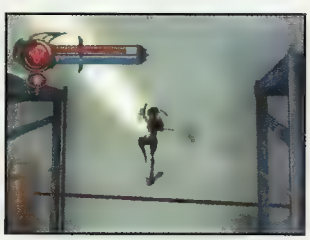
You begin in the back portion of the lab room where four Solar Cannons are mounted and ready to beam concentrated sunlight at Rayne. The area at the back of the room is safe from the cannons, so retreat there to replenish Rage and Health. Be advised, though, that the enemies will still come here.

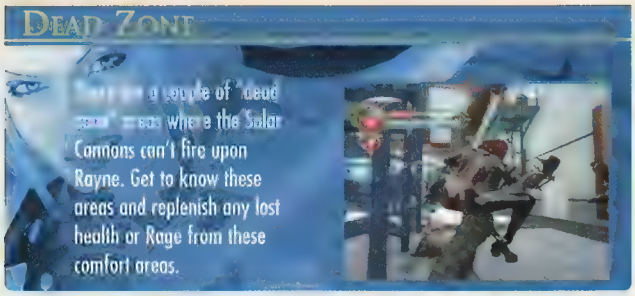
To get to the Solar Cannons you must move carefully, quickly, and employ jumping if you get caught by one of them. When Rayne gets caught in a cannon's beam, the other cannons will immediately lock onto her. If this occurs, switch to Super Speed mode to get away from the relentless beams. Get up to each Solar Cannon and destroy it with a couple of swipes from Rayne's blades.



Find a pole that is between the Solar Cannons on the far wall and use it to reach the cannons themselves. This is one time when using Super Speed is pretty much essential; if Rayne gets caught in a beam on the pole, she's in trouble!







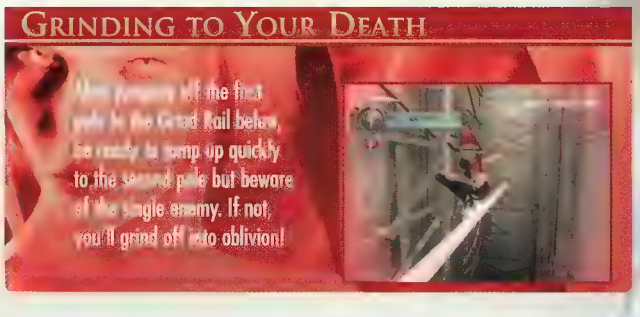
USE ACROBATICS TO EXIT THE LAB

Before you exit the lab, make sure you acquire the Blood Hammer ability for Rayne's Carpathian Dragons. This is *the* most powerful mode for her Carpathian Dragons; this ability is absolutely essential if you are to defeat Xerx later in the game.

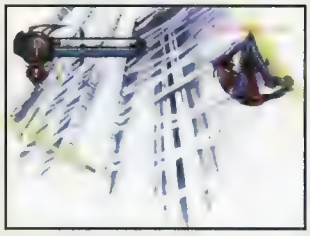
The Blood Hammer upgrade is essential.

Move to the newly-opened exit shaft and jump onto the nearby pole. If the jump is unsuccessful, Rayne falls to her death. Once on the pole, move into Aura Vision mode and have a look at the available options. Use some acrobatic stylings to swing, climb, and jump up the shaft.

Aura Vision helps shed some light on the path.

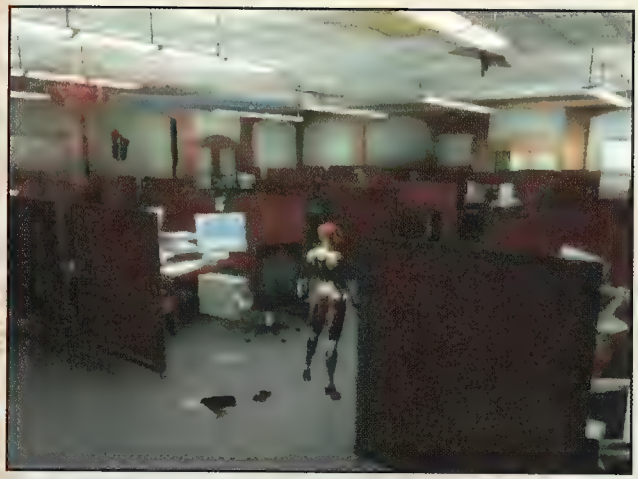


Follow the poles, wall jumps, and vertical poles up to the open elevator shaft at the top. Beware that there is a single enemy waiting Rayne's arrival at this destination.

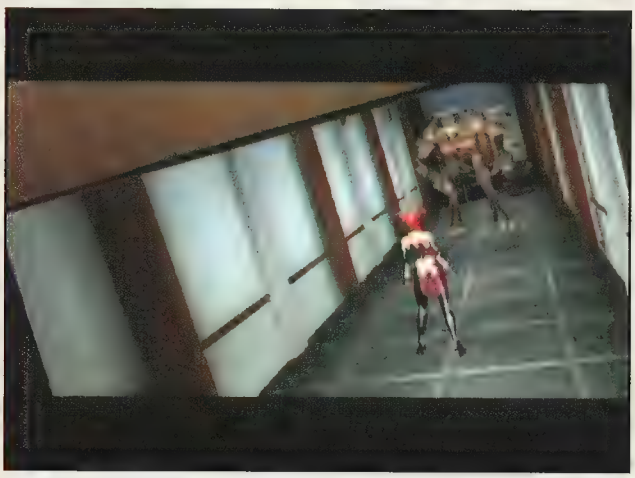


DESTROY THE BRUTE

Upon exiting the elevator shaft, move into the office areas and use the enemies to replenish Rayne's Health and Rage before moving further into the office building. Locate the door with a fire burning beneath it, then hang a left into the office cubicle area to the left.



Once in the cubicle area, prepare to battle several enemies amongst the office clutter. When these foes are annihilated, move into the hallway and prepare for a fight with a Brute. This is a huge creature with horns and a bad attitude.

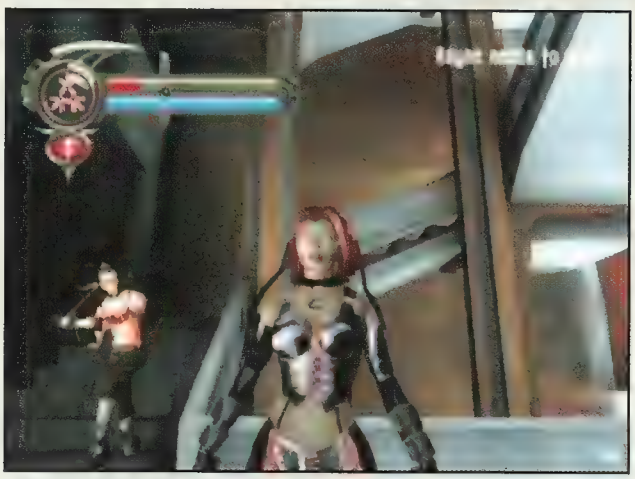


Start off the fight by testing out the relative strength of the Blood Hammer mode of Rayne's Carpathian Dragons. The Blood Hammers will help, but you'll ultimately need to rely upon Super Speed and Blood Fury to get behind the Brute and hit the creature from behind. Simply keep away from the Brute's attacks and whittle down his health until he is nullified. Or, lure the Brute to follow Rayne and watch him charge out the window.

If Rayne has plenty of Rage, employ the use of Freeze Time to make things easier.

PROCEED UPSTAIRS

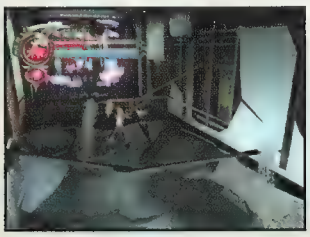
When the Brute falls in defeat, Rayne is faced by a large number of minions. This is an excellent time to use the Blood Hammer or Blood Flame guns if Rayne has the available Blood Ammo. If not, fight them until you acquire the requisite Rage, then take them out. When the coast is clear, move to the stairway and run up three flights of stairs to the exit at the top.



Proceed to the long hallway with windows on the right-hand side. Note, though, that there is a helicopter on the other side of the windows that is firing at Rayne as she moves past. To avoid taking damage, simply run past the helicopter's gunfire as fast as possible.

FIND THE VAMPIRE LAIR

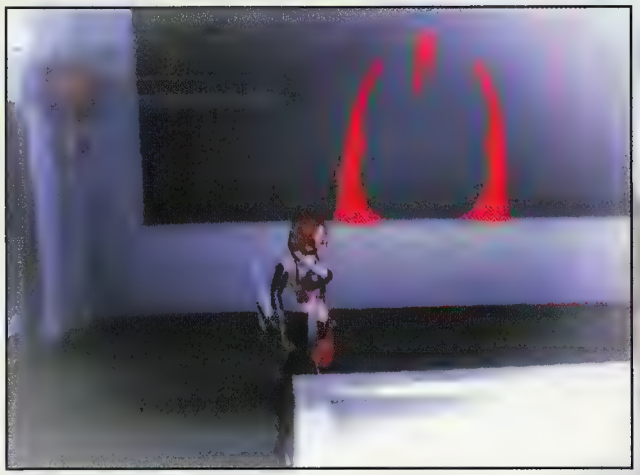
Around the next corner is a bombed-out area of the building. The tricky layout of the room will require some fancy, acrobatic skills to get across. Use Aura Vision to see the path to take, then get across before the enemies shoot you down.



Electrified Gate

Be[illegible]ut of the electrified gate at the end [illegible] acrobatic section in the [illegible] building. Do *not* touch it! At the [illegible] time, feel free to use the Harpoon to pull enemies onto the gate one at a time. The gate will kill them immediately, so using the Harpoon to get everyone on the gate will prevent some tedious fighting.

Fight through the next few areas en route to the staircase. Take the staircase up *three* flights (past the exit) and turn on Aura Vision to find a Vampire Lair. Once you've replenished, move to the level with the spotlight on the blue door and exit.



There's a Vampire Lair at the top.

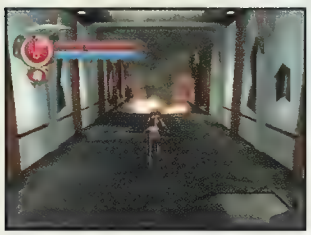
Exit through the blue door that has a spotlight on it.

LLEWELYN CORPORATE OFFICES

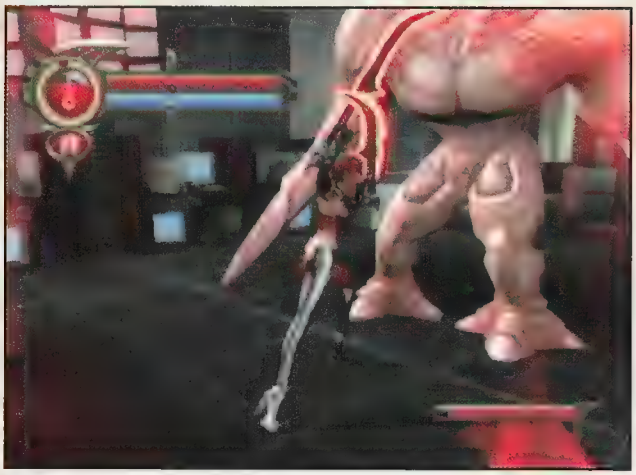
This area introduces the Bio Armor, a headless behemoth that has a left hand and a fleshy whip for a right hand. As was the case earlier, more acrobatics are required to get from one area to another via the scaffolding outside. Lastly, look closely to find another helpful Vampire Lair.

DESTROY THE BIO ARMOR

Rayne starts in a long hallway facing a raging fire. Run toward the fire and hang a right just before the flames touch her. After running through a short hallway, a Bio Armor creature makes its grand entrance!



The Bio Armor is one tough customer. It is extremely well armored and takes very little damage even from Rayne's most potent weapons.

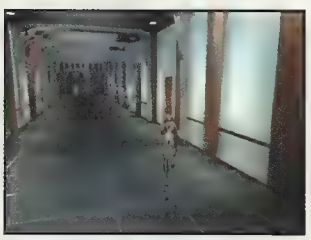


Use Super Speed to zip in close, attack the exposed areas, then retreat and deactivate Super Speed to save on Rage. When the Bio Armor is destroyed, a minion gives chase. Use her to replenish any lost Health or ammunition, then move onward.

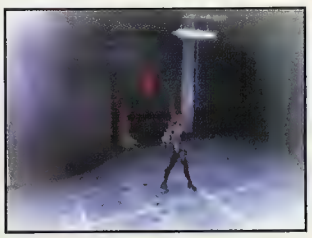
FIND THE VAMPIRE LAIR

Move through the offices and use the Blood Flame or Blood Hammer guns to take out the groups of enemies that are unloading on Rayne. Find the staircase and climb it, but watch out for some heavy action on the way up. Use Rayne's Harpoon to toss the enemies into oblivion while ascending the staircase.

Go to the large room with huge windows. Shoot out the windows, along with the enemy outside, to reveal some scaffolding that you can use to continue. Jump onto the scaffolding and use the horizontal poles to access the vertical pole on the edge of the building.



Climb up to the upper platform, then before going into the room, jump down to the intermediate platform and enter the building again. Take out the enemies in the room, then move into the hallway and enter Aura Vision mode to see the Vampire Lair.



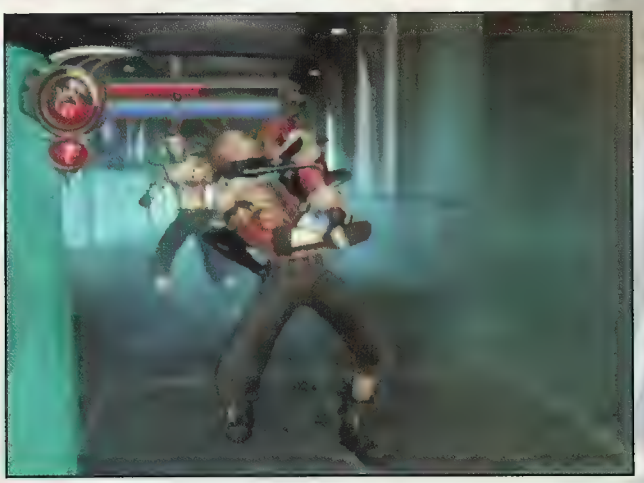
The Vampire Lair is this way.

DESTROY THE KAGAN ELITES

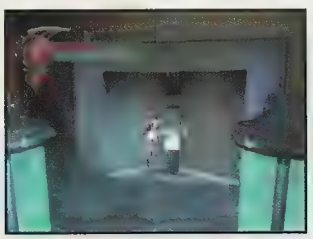
Climb back up to the upper scaffolding and enter the room above. Upon doing so, Kagan Elites and other minions mount a surprise attack. The Kagan Elites are very tough and their guns will cause extensive damage, so use the minions to keep Rayne's Rage high enough that you can use Super Speed to take out the Kagan Elites.

DESTROY THE BIO ARMORS

By eliminating the Kagan Elites, the Blood Field disappears and you can exit out the window onto the vents outside. Jump onto the pipe to grind down into the next room, then proceed into the hallway that is lined with stasis tubes.



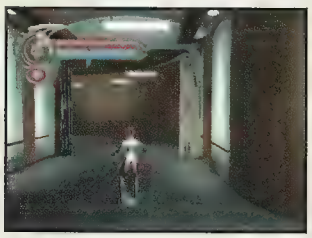
Proceed through the stasis tube area and venture into the main lobby. Unfortunately, there are some Bio Armors and various other sundry minions waiting to duke it out with Rayne.



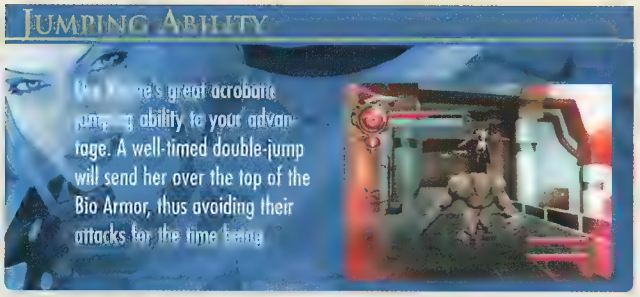
The Bio Armors attack two at a time.

Remember that the Bio Armor's weakness lies just above their knees, so focus all of Rayne's attacks there. There is a Machine Gun nest in the back of the lobby, so gain control of it to lessen the burden on her hand-to-hand fighting skills.

When all of the enemies and Bio Armors have been destroyed, move forward and exit this area.

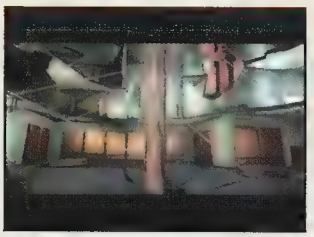


Jumping Ability


Rayne's great acrobatic
ability to your advan-
tage. A well-timed double-jump
will send her over the top of the
Bio Armor, thus avoiding their
attacks for the time being

UNRAVELLER'S DEN

This area has only one function: To serve as an area for the Unraveller boss fight. It's a large, bombed-out room with various levels of offices around the perimeter and a large pole in the middle. There are also various grind poles that can be used to navigate through the area while fighting the Unraveller.



UNRAVELLER

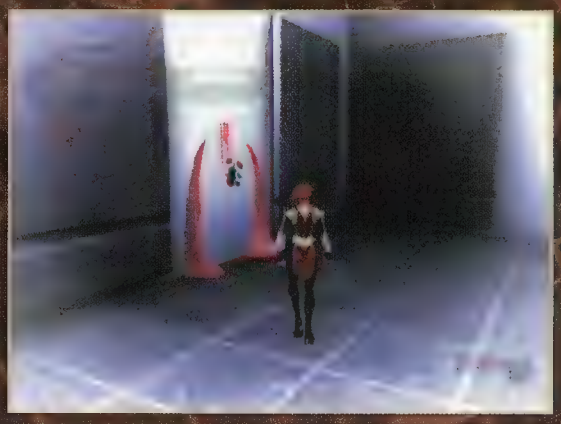
BOSS FIGHT

The Unraveller pretty much sticks to the pole in the center of the room, but unfortunately he has a line of sight on nearly every location in the area which makes his targeting very easy. Fortunately, there are a couple of "comfort" places to hide in to gather your senses inbetween exchanges. There is also a Vampire Lair in this area; you'll definitely need it, too!

The Unraveller's attack is a mass of biological material that turns into a spray of blood after it makes contact with Rayne. This attack is very deadly, so use Dilated Perception or Super Speed whenever she is out in the open.

The best way to destroy the Unraveller is with Rayne's Carpathian Dragons in Blood Hammer mode. This is the best way to significantly dent the Unraveller's health from afar. The best way to do this is to find an area in the building that provides some cover, then fight the approaching minions and harvest them for ammunition for the Blood Hammer guns. When you have ammunition, move out in Super Speed or Dilated Perception and shoot the Unraveller, then duck back and replenish again.

There are plenty of ways to move through the area, including acrobatics. Try to navigate up to the top floor and find the **Vampire Lair.** This comes in handy throughout the fight. There's also an alternate strategy to consider. There are four primary strands that support the central structure in the room. Each strand has its own node, so use the Harpoon to pull them all out. This causes the central structure to fall.



The Unraveller will undoubtedly get his shots in, so be ready to suck the blood from the nearby minions. Eventually, you can take down the Unraveller with a final hit from the Blood Hammers. By defeating the Unraveller, Rayne obtains her last ability, called **Blood Storm**!

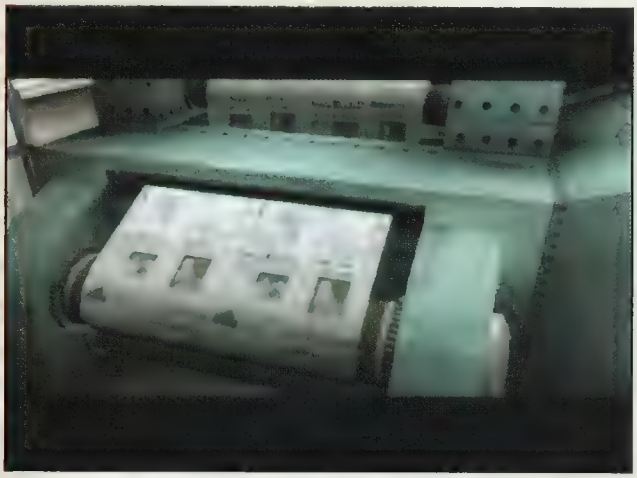
A simultaneous hit with the Unraveller and Rayne being hit at the same time.

Blood Storm

Blood Storm is an extremely powerful ability that consumes Rayne's entire Rage reservoir when utilized. When invoked, a swirling mass of blood encircles her and causes significant damage to any nearby enemies. Average minions will perish in the storm, while stronger enemies will be damaged significantly.

MEDIA CENTER

The Media Center includes a Vampire Lair, which is a good thing because it also features Kagan Elites, Shadow Legion, Ninjas, a Dhampir fight, and assorted minions. The goal in this area is to solve the printing press puzzle, then make it to the Dhampir fight to end the area.

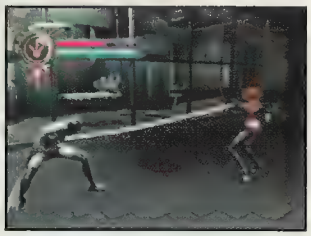


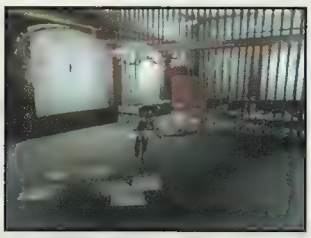
SOLVE THE PRINTING PRESS PUZZLE

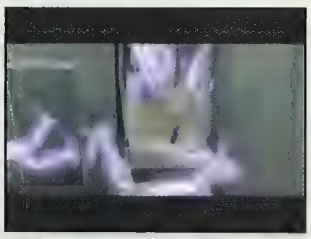
Rayne starts this area at the top of the stairs in the printing press room. Ride the rail down with her blades extended. At the bottom, smash the windows to enter the printing press area, then go around the side and hit the switch that starts the printing press running.

You must start the printing press before you can overload it.

With the press up and running, Harpoon (or toss) an enemy into each of the three portions of the press. Since one of the principal enemies in this area are Ninjas, using the Harpoon is difficult although not impossible. Feed on the other minions while attempting to corral the Ninjas, then toss them into the machinery. When the press is overloaded, it explodes and causes the gated door to open.







The door blows open when the printing press explodes.

DESTROY THE DHAMPIR

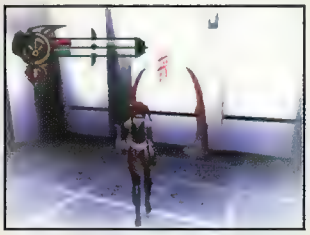
Follow the hallway past a group of minions and go into the office area where the Dhampir awaits. Use the cubicles as cover and get a clear shot at the Dhampir with Rayne's Carpathian Dragons. When you get close, use her powers to hit the Dhampir extra hard.

When the Dhampir dies, Rayne earns the Curtain Twice Torn combination.

Another valuable combination attack is acquired.

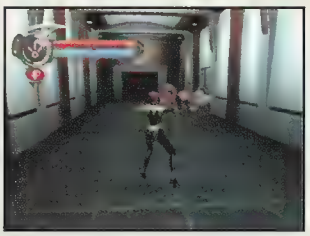
FIND THE VAMPIRE LAIR

Venture into the hallway outside of the Dhampir fight and switch into Aura Vision mode. Look around to spot a Vampire Lair that will enable Rayne to replenish her stores before moving on to the next battles with the minions and Kagan Elites.



DESTROY THE ENEMIES & EXIT

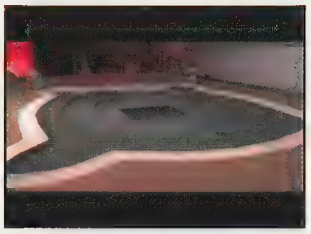
Continue through the hallways until you reach the media control room. There are some minions to fight en route to the control room. Make quick work of them, but don't waste any health or extra ammo on them.



Exit the control room and move into the open area outside the control room and prepare to fight a pair of Kagan Elites guards. Use all of Rayne's skills—along with the newfound combos—to take out these enemies. Remember to move quickly and jump often, because Kagan Elites like to use their powerful machine guns from a distance. After defeating the Kagan Elites, move up to the exit, take out the last few minions, then exit the area.

SKYBRIDGE

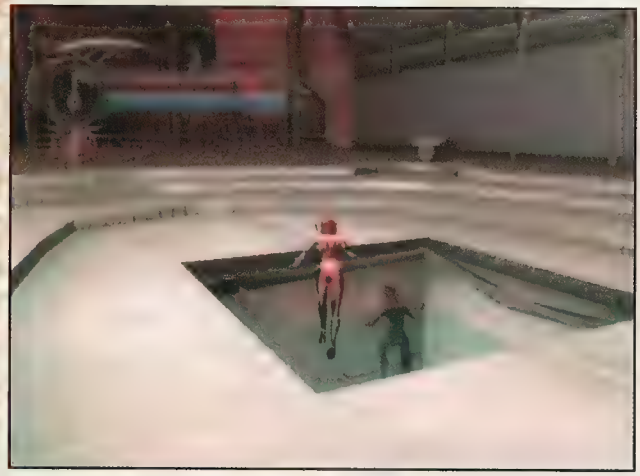
The Skybridge is a short area with a pool puzzle, a Vampire Lair, and some nasty enemies like Kagan Elites and a Dhampir.



SOLVE THE POOL PUZZLE

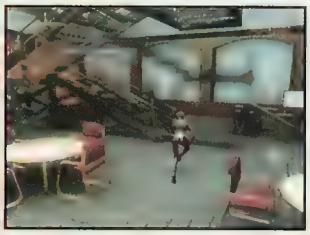
Move into the pool area (right by the starting point) to find a large pool with four statues of large globes on each corner of the pool. Your job is to hit each of the four globes so that they get knocked off their perches and roll into the center of the pool. Unfortunately, plenty of minions will be trying to prevent this from occurring.

When all the globes roll into the center of the pool, the floor collapses. Now jump down to the area below.



DESTROY KAGAN ELITES

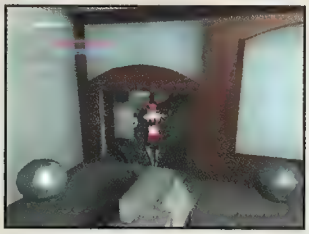
Jump down into the cafeteria below the pool and prepare to fight Kagan Elites. This time, though, there is only one foe to deal with, so use Super Speed to avoid his gun attacks and slice him to pieces. The exit door opens upon his demise, but five thugs enter to finish the job. If Rayne has all of her Rage, use Blood Storm because it will completely eliminate all of the enemies.

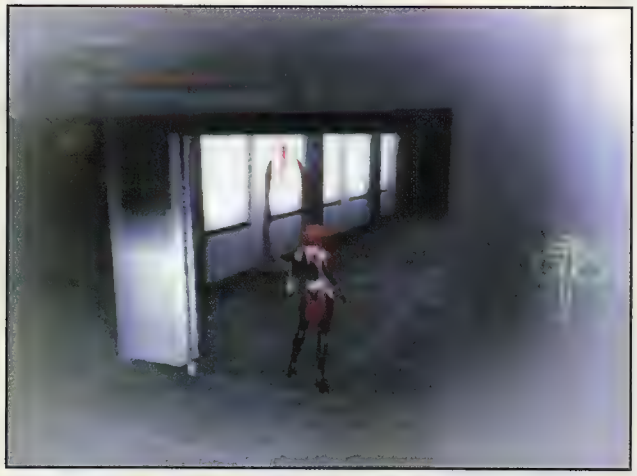


Blood Storm will take them all out!

FIND THE VAMPIRE LAIR

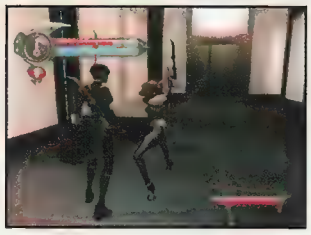
After defeating all of the enemies, exit through the door they opened and turn on Aura Vision immediately to see a Vampire Lair. Use it to replenish Rayne's health, then move onward.





DESTROY THE DHAMPIR

The Dhampir appears in the long, glass corridor. Be careful when fighting her and don't accidentally jump through the glass. This will definitely lead to an early death for Rayne. Defeat the Dhampir, then move to the Rooftop to trigger the fight with Xerx.



ROOFTOP

Like the Unraveller's Den, the Rooftop is an area that serves as a platform for a boss fight, this time with Xerx. Unfortunately you won't be fighting Xerx in his usual form. This time, he's wearing a giant Bio Armor body suit! There is a Vampire Lair in one of the four rooms in the corners of the rooftop, should things get too dicey.

XERX

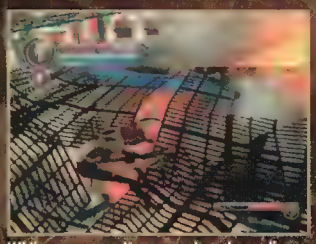
BOSS FIGHT

Once on the rooftop, you get a close-up view of what Xerx is capable of when Ferril is turned into carbon dust by a powerful blast of concentrated sunlight. The key to defeating Xerx in this huge suit is hitting the Bio Armor's weak spots, which are in his shoulders and above his knees.

Use Blood Hammer to hit the lower exposed areas.

When this circle of light forms underneath Rayne, move immediately!

The way to destroy Xerx is to use Blood Hammer on his lower exposed areas until his health is reduced to about 50%. Then, finish him off by going up to the upper level (around the outside of the rooftop) and shoot him again with Blood Hammer to hit the upper exposed areas. When done correctly, he will fall. This explanation is, however, simplified. Blood Hammer ammunition doesn't grow on trees, so you must fight with minions to get the blood to power your weapon.



While up on top, Xerx smashes the walkway if he gets close enough.

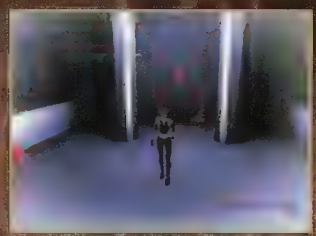
If the stairs are destroyed, swing up by using the poles.

Use the minions to refill Rayne's ammunition.

The best place to fight the minions is inside one of the four rooms (one in each corner of the rooftop). While inside these rooms, Rayne is immune to Xerx's attacks plus it is a place to rest. Lure the enemies into these rooms, then harvest their blood before returning to the battlefield.

When Xerx holds his hand up like this, he's getting ready to fire.

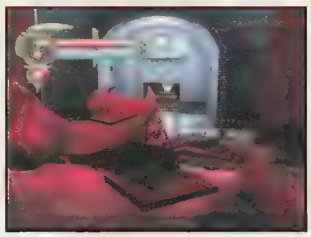
When Xerx's health is reduced to 50%, shoot his bare spots. Additionally, you can hit them just once each with Rayne's Harpoon. One Harpoon to each shoulder spot will finish Xerx off!



There is a Vampire Lair in one of the four corner rooms.

KAGAN'S LAIR

This is it. This is the final battle with Kagan. You must negotiate a short series of hallways before you reach Kagan's Chamber, where the final battle is waged.



KAGAN

BOSS FIGHT

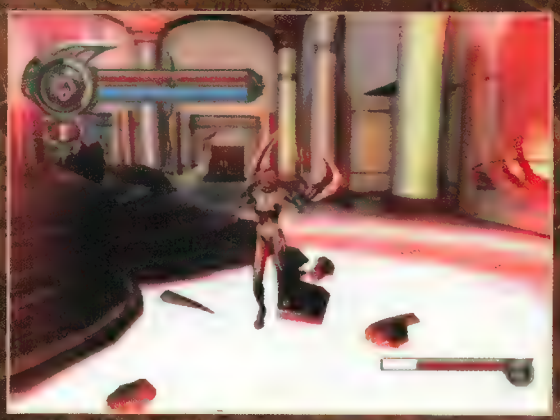
Before you reach Kagan's Lair, you must fight through a few hallways of minions. Use these minions to ensure that Rayne's ammunition, health, and Rage are all at their maximum.

Kagan is, as you might expect, very powerful. He has a trio of powerful attacks including a laser shot (from his Vesper Crystals), a laser slam, and a powerful sword blow. Avoid direct contact from all of these attacks.

The laser attack is wicked.

The fountain in the center of Kagan's Lair is a blood fountain that will restore health and Rage. To do so, make Rayne stand in it. Unfortunately Kagan can also stand in the fountain and replenish his health. The best way to handle this is to fight away from the fountain, then if you need some of its power, back up into the edge of it so that Kagan is *outside* of it. Then, once you're replenished, move back away from the fountain. This should keep Kagan from repairing any damage he incurs.

Even Blood Storm doesn't cause much damage against Kagan.



Jump to avoid Kagan's attacks.

Kagan regenerates health while in the pool. To lure him out, have Rayne use the Sun Cannon. Slash it with her blades to make the Sun Cannon shoot at him. Ultimately, you must pull Kagan away from the fountain and employ all of Rayne's skills to avoid his attacks while landing key hits on him. It's a tough fight, but with the proper use of Rayne's Powers and combos, he will fall in defeat.

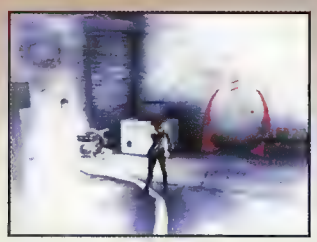
Get used to this happening. Kagan will annihilate Rayne when she's one hit away from finishing him off.

Extras

This chapter takes a quick look at the various extras that are available after completing the game. Of course, many of these extras unlock as you play through the game, but to get them all, you must complete the entire game.

Vampire Lairs

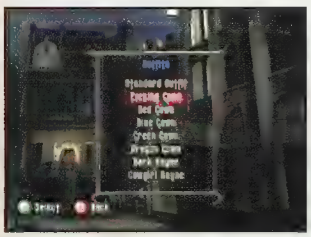
While not technically "extras," Vampire Lairs are only visible while Rayne is in Aura Vision mode. The Vampire Lairs are called out in the walkthrough chapters, so use them to replenish Rayne's health and Rage stores. There are a total of 16 Vampire Lairs.



Outfits

While playing through the game, more and more unique outfits become available for Rayne to wear. Although the Cowgirl outfit may be one of the most unique, they are all fetching in their own way. By defeating the entire game, you can unlock all of the following outfits:

- Standard Outfit
- Evening Gown
- Red Gown
- Blue Gown
- Green Gown
- Dragon Gown
- Dark Rayne
- Cowgirl Rayne
- Schoolgirl Rayne

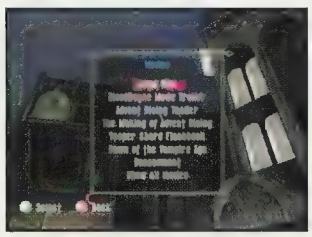


Choose Level

The Choose Level portion of the Extras menu enables you to choose any level of the game. To access this menu, you must first complete the game. There are 31 levels in total!

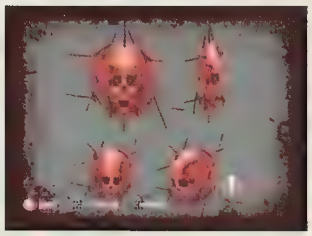
Movies

There are three high-quality, rendered cinematic sequences plus one Demo Reel to view once you've passed them during normal gameplay. There's also a Show All Movies selection that enables you to watch the movies in order.



Slideshows

Like the other extras, the Slideshows are unlocked after you complete the game. The Slideshows area consists of 13 Art Dailies collections of "work in progress" art from the game's development. This provides a fascinating look at what goes into making a game like this, from early concept art to specific renders of objects and buildings.



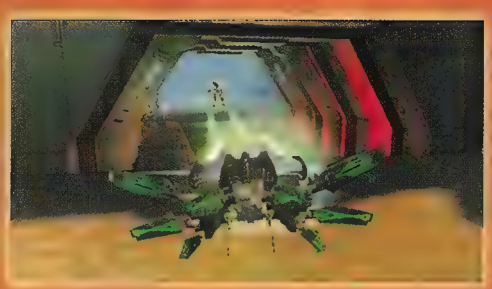
Cheats

The Cheat system is unique in that it provides a long list of words and you must plug the words into a sentence in a particular order to unlock the cheats. Play through the game first, then try to use some of these cheats. The game will be much more enjoyable this way.

Name	Cheat
God Mode	UBERTAINTJOADDURFKWIS
Time Factor	QUANTUMLAMENTDISTORTEDDOTING
Extra Blood and Gore	DODGETHISMOISTPIMP
Restore Health	NURTUREHAPPYPUSTULEERASURE
Fill Rage	NAKEDJUGGYRESISTANCEPACY
Fill Ammunition	WHACKTHISMOLESTEDNINJA
Unlimited Health	TERMINALREALITYSUPERUBERXXXVACATE
Unlimited Rage	PIMPREAPDARKDARKMUSE
Unlimited Ammunition	UGLYDARKHEATEDORANGEQUAFF
Juggy Mode	FAKEBUSTCUNNINGLYDISTORTED
Freeze Enemies	BLUEGREENPURPLEIMP
Unlock All Guns	WHISKEYFAKEKABLOWSHOOT
Unlock All Powers	BLANKUGLYPUSTULEEATER
Unlock All Combos	BONETHISCURRYVOTE
Unlock Level Select	ANOMALIESAREJUANINSULATED
Unlock Overlord	THISDARKDISTORTEDREALITY
Unlock Slideshows	ARDENTHUNGRYNAKEDNINJA
Unlock Movies	PENSIONREAPSUPERVULGAR
Unlock Outfits	WHACKLICKEROTICCUNNINGLY
Credit Carnage Points	CARGOFIREIMPKAK
Credit Gun Experience	LATENURTUREQWEEFSUPER

COMING SOON

ADVENT RISING



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